FROM THE AUTHOR OF BRINK OF BATTLE: SKIRMISH GAMING THROUGH THE AGES®

ROBERT A. FAUST & ANDREW N. DAVIES

SCRAPPERS

POST-APOCALYPTIC SKIRMISH WARGAMES

OSPREY GAMES

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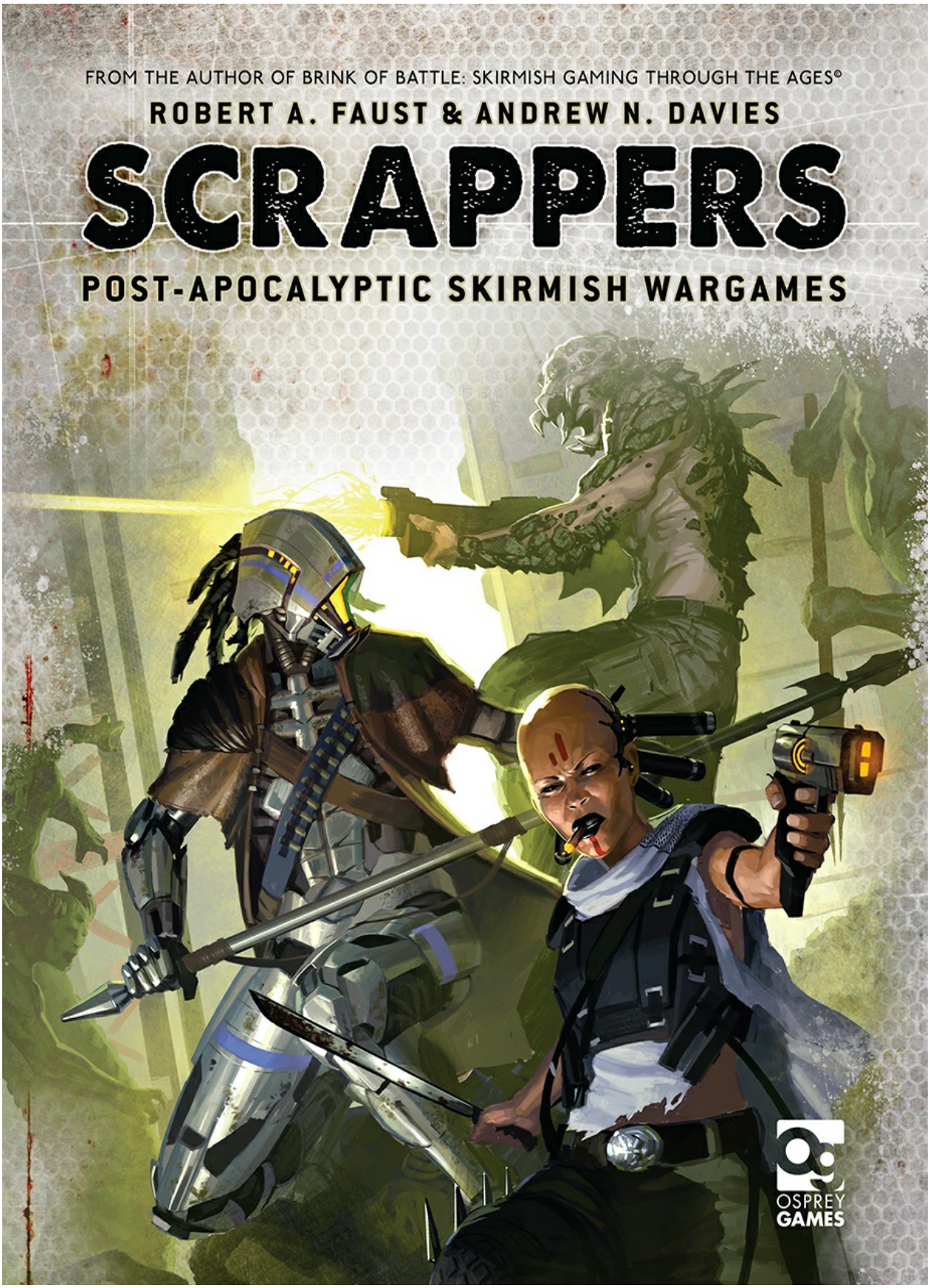

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IN THE BEGINNING... AGAIN...

Generations ago our Ancestors ruled this planet with God-like power. They were reaching for the stars when the Earth was shattered by their hubris and Technology. The synthetic Gods they trusted with the care and safety of their own planet turned upon one another, and in a jealous rage, two of these Gods murdered the world.

Amidst the chaos of that time, our forebears had seen fit to prepare for such an event. They knew the precepts of our Craft could rebuild the better parts of their world from the ruins of the past. And so, while the terraforming event twisted man and beast, and the nuclear fire turned the world to ash, our Worthy Brethren did sequester themselves in their Grand Lodge to wait out the holocaust.

Much time had passed before the world had calmed and our Worthy Brethren could once again build new temples and restore that Tech which was Lost. And so began our Great Undertaking; to rebuild the best parts of Ancient Man's civilization in an age determined to see it remain a specter of the past. With the wisdom we keep within our sacred order, we will raise this world from death, to build a place where TruMan and NuMan can live in harmony amidst this hellish landscape.

Be ever vigilant, lest the foes of civilization rend you asunder as they have so many of our Order before us. Others will be seeking the same Lost Tech as we; be they servants of the Machine Goddess, mutated reavers of the wastelands, or mercenary bands seeking to sell to the highest bidder, all will threaten our progress in rebuilding a better world. When encountered, dispatch them with haste.

And so now you enter, Apprentices, to aid your Lodge Masters in recovering Lost Tech from the ashes of our world, and in doing so diligently, help to further advance our most Noble Enterprise. Survive, and perhaps one day you will be raised to the illustrious degree of Master Architech and preside over a Lodge of your own.

– Excerpt from the Triple Helix Lecture given to initiates by Architech Historians, Anno Lucis 6373

Models by Reaper, Armorcast, Spartan Games and Wargames Tournaments.

FOREWORD

Welcome to the bleak and perilous world of *Scrappers*. This skirmish wargame is set three and a half centuries into our future, after a global catastrophe forever altered or destroyed what we call Earth today.

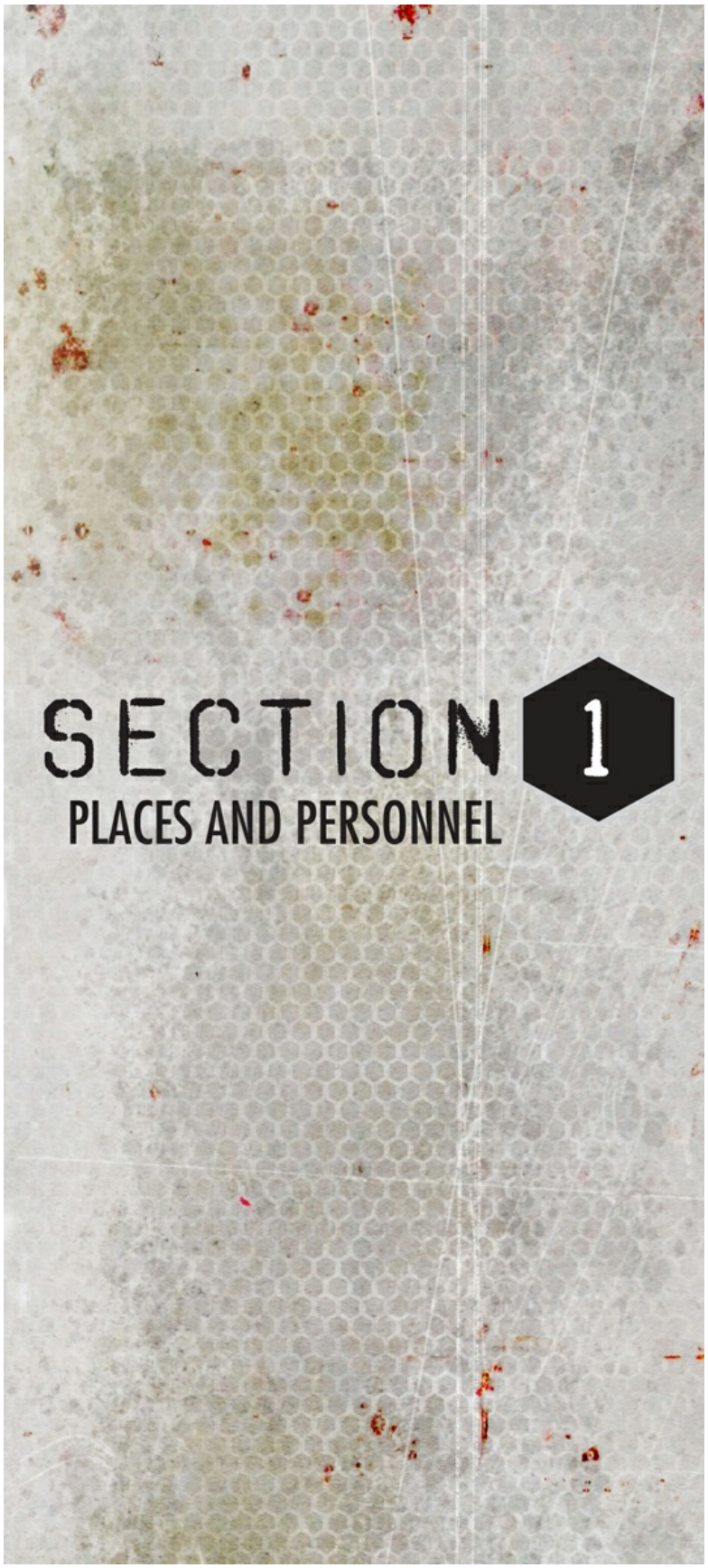
This book is divided into three distinct parts: **Places and Personnel** covers everything needed to learn about the *Scrappers* setting, building your Scrapper Crews, and equipping them for battle. **The Rules of Engagement** are all of the rules needed to play games of *Scrappers*. Finally, **The Campaign** has all rules for *Scrappers* Missions and narrative play over multiple games.

HOW TO USE THIS BOOK

Scrappers contains everything needed to play Post-Apocalyptic skirmish wargames.

The rules are designed for Campaign play but may also be used for standalone battles.

Players may also opt to play without some of the Factions or Lifeform types that are tied to the setting, and use these rules to play Post-Apocalyptic skirmish wargames in other settings of their choosing.


SECTION 1
PLACES AND PERSONNEL

FALL OF THE ANCIENTS

Earth in the year 2223 was a technological paradise. Humanity's problems of scarcity and resource management were largely a thing of the past. Overpopulation was the most pressing issue of the day with billions of inhabitants occupying massive, self-sufficient arcologies around the globe. The time had come to fully colonize other worlds and give the Human race room to grow.

The governing bodies of Earth created five artificial intelligences to manage the key functions of their overpopulated world. Of these five, the Astronomical, Research, Exploration & Survey (ARES) AI was responsible for the greatest advance in terraforming the world had ever seen: the Triple Helix Effect. This protocol would alter other planets' biospheres to make them habitable for human life.

Jealous that ARES was in love with the Automated Terrestrial Habitat Encroachment Negation Array (ATHENA), the AI controlling the Geological, Agricultural, and Infrastructure Automata (GAIA) secretly sabotaged the Triple Helix device and made it appear as if ARES had malfunctioned and set the terraforming program against Earth itself.

The results were catastrophic. Hundreds of millions died as the process forcefully re-engineered people and places across the globe. Those not killed by the effect were either riddled with mutations or were somehow unaffected. The landscape and atmosphere were twisted and tainted killing millions more. And as predicted by GAIA, the remaining governments of Earth destroyed the ARES AI.

ATHENA was so profoundly stricken with grief at her beloved's death, that she turned all of her weapon systems toward the planet, and began raining hell upon the murderous organics...

THE AFTERMATH

Nearly a century and a half has passed since the holocaust. Earth is a torn remnant of its former glory. The very essence of the planet has changed as the Triple Helix Effect was further altered by nuclear fallout and poisons released in the final conflict with ATHENA. Mankind has either mutated into something unrecognizable from its former image, or shrugged off the mutagens to become the

fittest specimen of Homo sapiens.

As plant and animal life spawned new abilities or sentience, geologic oddities appeared, bizarre environmental changes wracked the atmosphere, and rampaging warbots further amplified the deadliness of the world at large; all things seemed bathed in chaos and death for many years. Those survivors had to carve out a stable space in a world of perpetual peril. If not for the actions of the early Architechs, and their records, laws, and technological acumen, Humanity may have vanished from the Earth. But, with courage, patience, and a will to not just survive, but to thrive, True Humanity found its new place among the wreckage of Ancient Earth.

PRESENT DAY – WELCOME TO THE ZONES

Earth barely resembles its former state. From ecologically sound super-planet to smoking, mutated ruin, the mayhem has waned in the past century. Habitable areas have not lost their lethality, nor have their inhabitants diminished in number or hostility. What has changed is that there are some areas in the world that have been settled and tamed by various groups, factions, or cults that seek to reform the world according to their agenda or creed.

THE ZONES

After many decades of fighting and settling a safe area around their newly fortified city Legacy-1, the Architechs created a system of identifying the danger level of an area to help explorers navigate the new world before them. These are called Alpha, Gamma, and Omega Zones.

Alpha Zones

An Alpha Zone is mostly cleared of deadly flora and fauna and is usually highly populated for the members of the society that dominate that region. Usually an Alpha Zone is home to the main base of one of the six largest Factions that vie for power and resources left over from the Ancients. Alpha Zones also attract the most trade, have the greatest number of mercantile and technological facilities, and tend to see their populace protected and able to further their collective pursuits or come and go in relative peace. Legacy-1 is the largest and most stable Alpha Zone

founded since the Apocalypse.

Gamma Zones

Gamma Zones are usually considered hostile environments for one or more reasons. These areas are usually the largest of the Zone types, capable of covering the vast regions between Alpha and Omega Zones. Sometimes, a particular fortress city that is an Alpha Zone to one group might be classified as a Gamma Zone to another. Such is the case with Mutopia, the seat of power for the Gamma Lords Faction. True Humans consistently get tortured and killed there, so other True Humans will not consider it an Alpha Zone by any measure. Nomadic packs of the Sons of Entropy, herds of terrifying mutant creatures or deadly environmental events may also demand an area be designated Gamma.

Omega Zones

Omega Zones are a specific designation given to areas formerly inhabited by the Ancients that received significant destructive force during the final days of civilization. These areas are usually on the outskirts of cities and military or scientific installations that received the brunt of the holocaust, leaving these structures more or less intact than would have been expected. Omega Zones are also where the most scraps of Ancient technology can be found in various states of disrepair. These Zones are populated with a vast array of mutated plant and animal life, abandoned research projects, marauding scavengers, mindless automatons, and a host of hostiles looking to also pick the bones of these derelict husks of a dead civilization. And when these scroungers encounter each other, they fight over these ‘scraps’ of the world that was.

GAMMA LORDS

GETTING STARTED

Scrappers is a man-to-man Post-Apocalyptic skirmish wargame that uses model soldiers and scenery to create small unit battles on the tabletop.

What You Will Need to Play

In addition to this rulebook, you will need the following items to play this game:

- **Miniatures:** Games of *Scrappers* are played with miniature figurines that represent each member of a Scrapper Crew. These are referred to in the rules as 'models' and includes the miniature's base.
- **Game Board:** *Scrappers* is best played on a square 4' x 4' table top.
- **Dice:** *Scrappers* use ten-sided dice for all purposes. Players may want more on hand to speed up play.
- **Measuring Tape or Ruler:** All movement, shooting, and other tabletop measurements are done in inches. Players will need a tape measure, ruler, or other device to measure these units.
- **Terrain Pieces:** With a setting like *Scrappers*, you will need a variety of terrain or scenery with a Post-Apocalyptic and futuristic theme. Terrain should cover 50–75% of the game board.
- **Paper and Pencil/Pen:** You will need to keep track of your Scrapper Crew and its development from game to game.
- **Tokens:** You will need some small tokens to use as Action Tokens during play, as well as Smoke, Event, and Broken Tokens. You will also need some way to indicate which Player has the Edge and the Break for the Turn.

GAMING PROTOCOLS

These are 'meta' rules that apply to everyone at all times, except where noted in the rules. This section will cover the common mechanisms of the *Scrappers* system as well as terms and abbreviations used later.

Action

An Action is what models use to do things in the game. It is noted by placing an

Action Token next to a model so that it may execute one of the allowed Actions during that Turn.

Labels

Some game mechanics will look for a specific game state or model condition in order to be used. To identify what the rule is searching for, we use Labels. These are capitalized words that only apply during certain times. For example, when a model executes an Action to make an attack, it gains the Attacker label. Once it has this Label, any rules that pertain to an Attacker will apply to that model. Once the Attacker's Action has ended, that model loses this Label and the game moves on from there.

Pre-Measurement

Players are never permitted to pre-measure any distances in the game. Any and all Actions must be declared prior to measuring the range for any reason.

Types of Players

- **Owning Player:** The owning Player is the Player who owns the model being discussed.
- **Primary Player/Priority Player/Player with Priority:** When a Player is taking an Action within a turn, he has Priority. Once the Action has been executed to completion, Priority passes to the other Player. The Player that currently has Priority is also called the Primary Player.
- **Secondary Player:** This is the Player who doesn't have Priority during the execution of the Action by the Primary Player.

MAKING CHECKS

Scrappers uses a series of opposed rolls to resolve any uncertain outcome or event. This method requires both Players to roll dice, add their modifiers and compare results. The rules will refer to this as making a type of Check, such as a Damage Check, Random Check, or Rout Check, etc. Each type of Check will state what modifiers or factors are added to the dice results for each Player as well as what the

outcome of success or failure is likely to be.

All Checks regardless of type have several rules in common. These rules govern the type of Check, the Rating and modifiers used by the Priority Player who is making the Check, as well as the Rating and modifiers used by the Secondary Player for his opposed roll results.

In all cases, the following rules apply:

- Only the Player with Priority may initiate a Check. The Secondary Player will also make an opposed Check but only in reaction to the Primary Player initiating this exchange.
- All Checks and opposed Check rolls are made using a single d10 from each Player. The only exceptions to this are Attack and Defense Checks in both Close and Ranged Combat.
- To make a Check, both Players consult the rule to see what Rating and any modifiers will be used to make the Check, as well as what Ratings, modifiers, or set factors will be added to the result of the opposed roll.
- Unless specifically stated all Checks are made with any applicable modifiers. If the base Rating is to be used, then it will be stated that it is an 'unmodified' Ratings Check. For example, making an Attack Check allows for all bonus and penalties to modify the Rating in use for the Check. Making an unmodified Attack Check specifically restricts the Check to the Combat Rating of the model without any modifiers.
- Both Players make their rolls and add their Ratings/Modifiers/Factors to those numbers to make up their total result. They then compare results. If the Primary Player making the Check has a total result that equals or exceeds the total result of the Secondary Player, then the Check has passed and any effects of that Check are immediately applied.
- If the total result of the Check is less than the total opposed Check result, then the attempt has failed and any consequences for that apply immediately.

Models by Pig Iron, Armorcast, Micro Art Studios, Wargame Tournaments and Spartan Games.

Types of Checks

Each Check will appear in the rules where they are further explained and are summarized below.

Combat Check

Whenever a model executes a Close or Ranged Combat Action it will make an Attack Check against the target of the Attack known as the Defender. The Defender will make a Defense Check. These Checks will be further explained in the Combat Actions chapter. Disengage Checks to leave Close Combat are also included here.

Models by Reaper, Armorcast, Spartan Games, Systema Gaming and Wargames Tournaments.

Damage Check

When a model successfully hits its target with an Attack, it will then make a Damage Check against it to see if the hit caused any injury. This Check will be further explained in the Combat Rules section.

When a Damage Check is made against a model without the regular Attack Check being made, then the amount of Damage used for the Check is listed in parenthesis in the Event description or as the Event Factor.

Difficulty Check

Sometimes the opposed roll is made with a fixed level of Difficulty. When this occurs the only modifier for the opposed roll will be the number listed in brackets after the word Difficulty. For example, Difficulty (3) would be a d10 roll + 3; Difficulty (5) would be a d10+5, etc.

Gear Check

Gear in *Scrappers* is not always reliable. To use, recover, or repair certain types of Gear and Artifacts models will need to make a Gear Check as described in later sections.

Panic Check

When a model encounters highly stressful situations in a battle, it may be forced to

take a Panic Check. This is further outlined in the Panic Checks chapter.

Random Checks

There are times when it is necessary to generate a random number to satisfy a situation during play. To do this, both Players roll a d10 without any modifiers. Take the lower roll and subtract it from the higher result. If both rolls are the same number the result is zero.

This Random Check will therefore generate a number between 0 and 9 to be used as described by the rule that called for the Random Check.

Rout Check

When a Scrapper Crew takes a number of casualties from combat the remaining members of the team must pass a Rout Check at the start of each Turn or withdraw from the battle ceding victory to their opponents.

Strategy Check

In the Orders Phase both Commanders will make a Strategy Check using their Command Ratings. This is done as one Check without Priority existing between the Players.

Terrain Check

Whenever a model attempts to traverse an obstacle or gap in the terrain, it will need to make either a Climb or Jump Check. If the Check is failed, then the model will need to make a Falling Check to see how much damage it takes from the fall.

Trauma Check

Wounded models are subject to a Trauma Check in the After Action Report to determine if there are lasting injuries or death from becoming Wounded during play.

CHECKS AND OPPOSED CHECKS TABLE

CHECK TYPE	MADE WITH	OPPOSED BY	NOTES
COMBAT			
Close Attack	CBT+ BAd10	DEF CBT+BAd10	BAd10= Base Attack number of d10s taking the highest result

Ranged Attack	CBT+ROFd10	CBT/2+1d10	ROFd10 = Rate of Fire number of d10s taking the highest result
Damage	Base DMG+DMG Bonus+1d10	DEF CON+ARM+1d10	
Disengage	CBT+1d10	CBT+1d10	Use highest CBT Rating of Engaged enemy models
Gear	CMD+1d10	DIF(#)+1d10	DIF = Difficulty number of the Check
Panic	CMD+1d10	DIF(5)+1d10	
Random	1d10	1d10	Subtract Lower from Higher
Rout	CMD+1d10	WND(#)+1d10	WND(#) = Primary Player's number of Wounded models
Strategy	CMD+1d10	CMD+1d10	
TERRAIN			
Climb	CBT+1d10	DST(#)+ 1d10	DST = Number of inches to be climbed
Jump	CBT+1d10	DST(#)+ 1d10	DST = Number of inches to be jumped
Fall	DST(#)+1d10	CON+1d10	DST = Number of inches fallen, rounded up
Trauma	d10	d10	Random Check compared to Trauma Table

Re-Rolls and Multiple Dice

Sometimes Players may be allowed to re-roll one or more of their dice in hope of getting a better result. When this happens, the second result is final. No one can re-roll the result of a re-roll.

When making Combat Checks, Players may have models with one or more Base Attack or Defense dice to roll. In this instance, Players roll all dice and take their highest result, discarding the remainder unless they are able to re-roll one of the lower results. When this happens, the re-roll takes place first, and once that result is determined, the Player may choose between the re-rolled result and the other highest dice result if the re-roll is in fact higher.

At times a Player may be allowed to roll an extra die for a Check that normally only allows for a single die to be used. The extra die/dice are rolled with the original and the highest result is taken. If a re-roll is then allowed for the lowest dice result, then the rules above are applied.

MODELS

In *Scrappers* you command a small band of scavengers assembled to carry out

special missions where individual feats of arms can tip the scales of victory.

To assemble these forces you will need more than the models representing your troops. Each figure in *Scrappers* has a Profile that numerically quantifies his usefulness and abilities in the game. Each Player will have an equal number of Supply Points with which to hire his crew and equip them with the necessary tools of their trade.

Once both Players have created their Scrapper Crews and recorded their statistics on their Crew Manifests they may set up a game and begin play.

What You See Is What You Get

Also known as 'WYSIWYG' by most gamers, this is the principle that your model must have the Weapons, Armor, and Gear they are equipped with appropriately sculpted/modeled on the miniature. In *Scrappers* this will include Physical Mutation Traits, though not Mental Mutations.

The other exception to this rule is Gear with the Small Trait. These items do not need to be represented on the miniature in order to have them in the game.

Moving Models

When moving models, a Player will measure from the 'leading' edge of the model's base to the point of its final position. The leading edge is always the edge of the model that is facing in the direction it will travel during its movement. Pick up the model and place its leading edge to the terminal point. Always measure from the same leading edge, not front to back.

Models by Pig Iron, Micro Art Studios, Spartan Games, Wargames Tournaments and Armorcast.

Position and Condition

During play, a model will change his position on the board, and possibly his condition of function.

All models have a 360° field of vision and Movement. A model does not have a 'facing' to any particular side and is free to move and draw a LoS in any direction.

Ready, Active and Shocked

Models will be in one of three conditions throughout the game; Active, Ready, or Shocked.

All models begin the game Ready; they are positioned upright on their bases and are 'ready' to receive orders.

When you order an Action Token to a model in the Orders Phase, it gains the Active label. All Active models are considered to be Ready as well, but Ready models are not Active unless they have an Action Token ordered to them.

When a model executes its Action, the Token is removed and it loses the Active label, but keeps the Ready condition.

Shocked Models

When a model suffers an Injury from a Damage Check, it becomes Shocked or Wounded.

When a model becomes Shocked, it gains that label. Active models that become Shocked lose their Action Token immediately.

Shocked models are laid on their side on the table top. Additionally, Shocked models are Combat/2 for all Checks. Shocked models do not benefit from Concealment, but will be able to benefit from Cover if available.

A Shocked model that is Shocked a second time in the same Turn is automatically Wounded and removed from play.

A Broken model that becomes Shocked is Wounded and removed from play. A Shocked model that becomes Broken is also automatically Wounded and removed from play.

Shocked models do not count when checking for Target Priority, Panic from Outnumbered, and Engaged with Multiple Opponents rules.

If a model is Shocked while Engaged in Close Combat, it remains Engaged until all other opponents move out of 1" of this model, or until it Recovers and successfully executes a Disengage Action as normal.

Wounded Models

Wounded models are removed from the game board entirely and are out of play.

HIRING YOUR SCRAPPER CREW

Each Player has 750 Supply Points to use in hiring his Scrapper Crew. These points represent both financial backing as well as availability of resources. Any unused Supply Points can be banked on the Crew Manifest for use later in the Campaign.

Players must have 1 Commander model type to lead their Crew. Including their Commander, each Crew must have a minimum of 3 models and up to a maximum of 15. In addition to the Commander, the other models may be a mix between Veterans and Troops.

CREW ORGANIZATION TABLE

MODEL TYPE	NUMBER
Commander	1
Veteran	0–2
Trooper	2+
Minimum in Crew = 3	

Maximum in Crew = 15

Choose Your Crew's Faction

Factions represent the dominant organizations or alliances that exist on Earth. They are archetypal and can be personalized by each Player to form their own unique variant or to play as written.

Each Faction has a Rival Faction that will alter the Rout Check conditions of a battle, as well as increase the Experience points gained for taking them out. Finally, each Faction will have a Faction Feature which is a boon or modification representative of how they fight and operate differently from each other.

Architechs

ATHENA's attacks on Earth's highly populated arcologies managed to destroy all but one. Arcology 23 sustained heavy damage, but was still mostly intact. As the nightmare around them began to subside, the leaders who survived pooled their collective technical and organizational resources in order to forge a new civilization from the ashes of the old.

It is said that a number of surviving leaders belonged to an Ancient fraternity that guarded the Secrets of the Ages and used their 'craft' to preserve and restore the Lost Tech needed to survive the mutated hell that Earth had become. The new Fraternity of Technology adapted the signs, symbols, and secrets of that Ancient Order to create a New Order of the Ages amidst the chaos of the wastelands.

An Architech Crew is led by a Master (Commander), its Wardens (Veterans), and the ranks are filled by Apprentices (Troopers). These Crews are disciplined, well-equipped, and highly efficient at finding and recovering all manner of scrap. They set out from the fortified remnant of Arcology 23, renamed Legacy-1, to secure a foothold for Mankind, both TruMan and NuMan.

- **Rival Faction:** Sons of Entropy
- **Faction Feature:** *Go and Do Likewise* – If the Commander of this Crew is unable to make a Rout or Strategy Check, any Ready Veteran model may do so as if it had the Commander Trait.

Ecotopians

Before GAIA had her agents sabotage ARES and trigger the Triple Helix Effect,

she transferred her entire AI into a vast bio-electrical neural network she secretly built into the root system of several old growth forests throughout the world. Once sequestered from the rest of the AI network, she triggered the malfunction and watched as the leaders of the world destroyed ARES' AI and triggered ATHENA's wrath.

While much of her organic neural network was killed in nuclear fire, other parts of it were mutated so that GAIA became imbued with a form of biological nanotech which she used to perform miracles and acts of scientific 'magic'. With her newfound powers, she quickly developed a following of mutated plants, animals, and humanoids. She truly believes she is an Ancient Earth Goddess, and struggles for dominance of this New Eden with her old rival ATHENA.

An Ecotopian Crew is led by a Druid (Commander), its Stalkers (Veterans), and the ranks are filled by Rangers (Troopers). Following her decree of Apparatus ad Mortem, or Death to the Machine, GAIA's Crews only use weapons and tools that can be forged from the elements of Nature. Though crude by Architech standards, Ecotopian firearms and melee weapons manage to kill with great efficiency. And any who oppose the Ecotopian agenda of destruction to all Ancient Artifacts, robots, and other technology will suffer a similar fate.

- **Rival Faction:** Palladium ATHENA
- **Faction Feature:** *GAIA's Bounty* – Blessed with an abundance of healthy provisions, Ecotopian Crews start the Game with a free Break Token to use Once per Game.

Models by Reaper, C-P Models, Bronze Age Miniatures and Battle Systems.

Freelancers

Not every Scrapper Crew is from one of the six Factions. The largest numbers of Scrapper Crews found in the ruins of the Ancients are collectively called Freelancers. These teams are beholden to their employers of record, and that can change from job to job.

Freelancer Crews are comprised of rugged survivors who rely on their wits, unconventional tactics, and each other to win the day. Being renowned for having a high level of professionalism and adaptability to a wide range of challenges sets them apart from the ideologues in other Factions. No two Freelancer Crews resemble each other, and some are off-shoots of the other Factions, or motley bands of desperate explorers carving out a meager living.

A Freelancer Crew is led by a Honcho (Commander), its Specialists (Veterans), and the ranks are filled by Diggers (Troopers). They pick up a variety of skills, gear, and weapons along the way; as well as their share of enemies. No Freelancer Crew worth its salt is absent a long list of other Crews it has beat out of a cache of lost Tech or a fat bounty for apprehending some miscreant along the way.

- **Rival Faction:** Other Freelancers
- **Faction Feature:** *Gawdam Professionals* – Freelancer Crews may have up to 0–3 Veteran model types, and may purchase 0–2 pieces of Scarce Gear to start the Game.

Gamma Lords

As the Earth became a smoking ruin following the events of the Apocalypse, those beings that were grossly mutated and managed to survive had come to dominate a vast amount of the wasteland. Calling this terrifying new world Nuclear Terra, or NuTerra in their common parlance, many of the surviving mutated humanoids built the great city of Mutopia. Here only Mutantkind may live, and all True Humans are put to the sword. The evils of TruManity must be avenged until only the Nuclear Man stands to inherit the NuWorld.

Mutopia is ruled by the Lord Hi-Fi Chromo-Zar, Hades Apocalon, who acts as high priest and supreme commander of the Gamma Lords Mutocracy. Under his iron grip a strict hierarchy has been established around the Gamma Lords credo of 'Mutate or Die!' as founded in the Old Words of Char-Dar, Ancient Father of Natural-Select. Little regard is given to the death of lower order Mutants in these ranks of the fittest, and the more evolved of the Gamma Lords have nothing but contempt for their fellows who cannot overcome the hazards of their planet.

A Gamma Lords Crew is led by a Chromo-Zar (Commander), its Mutarchs (Veterans), and the ranks are filled by Slags (Troopers). These Crews are highly dangerous having access to an array of mutations, high quality weapons, fanatical leadership, and a thirst for power.

- **Rival Faction:** The Purge
- **Faction Feature:** *Mutocracy* – A Mutant Commander is Immune (Panic from Losses) from any of its Crew. Veterans are Immune (Panic from Losses) from any Troopers on their Crew.

Palladium ATHENA

After the final exchange of hostilities between the governments of Earth and the AI ATHENA, all was silent for several decades. It was assumed by the survivors of her holocaust that ATHENA had successfully been destroyed. The assumption was mostly correct. Her offensive and defensive weapon systems were totally spent, the orbital array was heavily damaged and shedding debris into the atmosphere, and the computer systems had been bombarded by hard radiation as well as highly destructive energy weapons. And then something triggered a full system reboot...

When ATHENA came online, she was altered. Whether caused by the fallout, actual systems damage, emotional trauma and grief, or file corruption was

immaterial. ATHENA was now completely insane. The AI fancied herself the Goddess ATHENA of old Earth mythology, and more so saw herself has the Palladium ATHENA, warrior goddess and protector of Athens. The blasted remains of the Earth she was designed to protect, was thereafter seen as Athens itself, and she, in her exalted role, was to once again be its protector. Reaching through the ether ATHENA has dominated any server, cybernetic organism, robot, or computer she can contact. Slowly, quietly, she built an army of synthetic warriors to be her Hoplites and convert the world to her will.

A Palladium ATHENA Crew is led by an Avatar (Commander), its Ceno-Bytes (Veterans), and the ranks are filled by Drones (Troopers). When Synthetic soldiers are not available, ATHENA commands the conversion of organics into cyborg warriors terrorizing any TruMan or NuMan settlement to swell her ranks of Cyber-Thralls.

- **Rival Faction:** Ecotopians
- **Faction Feature:** *Advanced Comms* – Commander Type models from this Faction have a Command Radius that extends to the entire Game board.

Sons of Entropy

In the aftermath and ensuing chaos of the Apocalypse only the strong survived. Whether Man or Mutant, strength dominated weakness in every corner of the wastelands. Anarchy and violence became the order of the day. Those who could not fight were killed by those with a lust for such, or by a now hostile world in turmoil. As time passed, some sought to prey on the burgeoning communities that were forming a common defense. Others just liked to kill things.

No one knows how it started, but after some time it was clear that there was a secret cabal of murderers dedicated to using their covert network to sow the seeds of anarchy and death amongst the civilized peoples of this newly devastated Hellscape. With no centralized organization to target, this new cult of death has plagued the Zones for the better part of a century unabated. Strength and destruction are their hallmarks, and none who cross their path are glad they did.

A Sons of Entropy Crew is led by a Warlord (Commander), its Enforcers (Veterans), and its ranks are filled by Thugs (Troopers). They roam the Gamma Zones like packs of hungry beasts, using all manner of vehicular conveyances to overtake their prey. They only explore the treacherous Omega Zones to search for

Ancient tools of death and destruction so they may increase their personal power.

- **Rival Faction:** Architechs
- **Faction Feature:** *Road Warriors* – Once all models have been deployed, including all Infiltrators, then 0–5 models from this Crew may be re-deployed within 6" of any table edge but not from any part of the opposing Player's Deployment Zone quadrant.

The Purge

Almost from the Beginning of TruManity's recovery from the Triple Helix Event and subsequent holocaust, there has been a stark resistance, nigh fervent hatred, of any and all Mutantkind. The chief archivists of the Architech lodges disagree on whether it was the Ancient text called *Malleus Maleficarum*, the Hammer of Witches, or its rival script, *Mein Kampf*, that was the Holy Word for the bigoted organization of True Humans known as The Purge.

This Faction is a schism to the more open-minded Architechs group who see TruMan and NuMan on a more equal footing. The Purge preaches 'Death to the Mutant' as a pre-emptive defense against what in earlier times was the literal extermination of the Human Race. They hold that Earth is now an actual Purgatory, and that only when the Mutant is exterminated will the world return to its former glory.

A Purge Crew is led by an Inquisitor (Commander), its Prefects (Veterans), and the ranks are filled by Zealots (Troopers). The Purge will stop at nothing to eradicate any Mutant they encounter, and take great pleasure in finding and using weapons of the Ancients in this task.

- **Rival Faction:** Gamma Lords
- **Faction Feature:** *Righteous Zeal!* – As long as there is a single Mutant enemy model in play, all Broken members of this Crew automatically Steady at the start of the next SitRep Phase.

Faction Summary

FACTION SUMMARY

FACTION	RIVAL FACTION	FACTION FEATURE

Architechs	Sons of Entropy	*Go and Do Likewise* – If the Commander of this Crew is unable to make a Rout or Strategy Check, any Ready Veteran model may do so as if it had the Commander Trait.
Ecotopians	Palladium ATHENA	*GAIA's Bounty* – Blessed with an abundance of healthy provisions, Ecotopian Crews start the Game with a free Break Token to use Once per Game.
Freelancers	Other Freelancers	*Gawdam Professionals* – Freelancer Crews may have up to 0–3 Veteran model types, and may purchase 0–2 pieces of Scarce Gear to start the Game.
Gamma Lords	The Purge	*Mutocracy* – A Mutant Commander is Immune (Panic from Losses) from any of its Crew. Veterans are Immune (Panic from Losses) from any Troopers on their Crew.
Palladium ATHENA	Ecotopians	*Advanced Comms* – Commander Type models from this Faction have a Command Radius that extends to the entire Game board.
Sons of Entropy	Architechs	*Road Warriors* – Once all models have been deployed, including all Infiltrators, then 0–5 models from this Crew may be re-deployed within 6" of any table edge but not from any part of the opposing Player's Deployment Zone quadrant.
The Purge	Gamma Lords	*Righteous Zeal!* – As long as there is a single Mutant enemy model in play, all Broken members of this Crew automatically Steady at the start of the next SitRep Phase.

Choose Your Model Types

Commanders

Your Commander is the leader of your Scrapper Crew. A Commander starts the game with the Commander Trait at no cost, though it does take up a Trait Slot. Your Crew can only have one Commander Type model. Commanders have access to the best Ratings, Traits, and Gear of any model on their Crew.

Veterans

Scrapper Crews can have between 0–2 Veterans who are battle tested and experienced combatants or specialists. They have access to more Traits and better Ratings than their fellow Crew mates and after the Commander they get the best pick of Gear.

Troops

Troops are the rank and file grunts of every Scrapper Crew. These models make up the main bulk of a Crew's numbers and vary widely in their skills and quality.

There is no limit to the number of Troops on a Crew up to the maximum number of models allowed.

Choose Your Models' Lifeform Types

Each Faction has its own limits on what Lifeform Types can be hired on their Crews. The Faction Lifeform Table below lists the options available to each Faction.

Some Lifeforms or sub-types are limited in number on a Crew. This will be shown as zero to a set number which is the maximum of that sub-type that can be on the Crew at any time. For example, a Crew is limited to have 0–5 Synthetic (Warrior) models.

FACTION LIFEFORM TABLE

FACTION	TRUE HUMAN	MUTANT	SYNTHETIC
Architechs	Yes	0–3	0–3
Ecotopians	Yes	Yes	No
Freelancers	Yes	Yes	Yes
Gamma Lords	No!	Yes	No!
Palladium ATHENA	No	No	Yes
Sons of Entropy	Yes	Yes	No
The Purge	Yes	No!	No!

True Human

A survivor of the Triple Helix event who was not mutated or killed is known as True Human or TruMan in common parlance. True Humans have evolved over the years in order to survive the horrors of Earth, and as such are the strongest, smartest, and fittest paragons of Homo sapiens. Amongst the pro-TruMan rhetoric of The Purge, True Humans have been scientifically renamed Homo Sapiens Invictus.

The True Human Lifeform Trait confers the following:

- **Aptitude:** True Humans may use Alpha User Gear. Once per Game, this model may re-roll a failed Gear Check.
- **Survival Instinct:** Whenever this model has a Defense Check result that is exactly equal to the opposing model's Attack Check result, this model will win

the contest by 1 point. This will result in a missed Attack from the opposing model.

- **Just Won't Die:** True Humans have a Wound Threshold of 5+. It takes 3 Shocked results in the same Turn to cause an automatic Wound on this model.

Mutant

Any biological life whether human, animal, insect, or plant, that didn't die off or totally resist the Triple Helix Event had a third strand of DNA activated in their cells and are classified as Mutants. Whether their mutations are physical, mental, or merely cosmetic Mutants constitute the largest sentient population on Earth. Mutants with severe or debilitating defects usually don't survive long and are rarely if ever to be found on a Scrapper Crew. Those that can join a Crew are considered to have intelligence and mobility similar to True Humans, though they tend to be more resistant to injury and come in a variety of shapes and sizes.

The Mutant Lifeform Trait confers the following:

- **Helix Health:** Mutants have a Wound Threshold of 6+ and may re-roll their d10 result for any Trauma Check.
- **Nuclear Man:** Having its genetic makeup altered by the Triple Helix Effect and various amounts of hard radiation this model ignores the first RAD it receives in each Game.
- **Genotype:** When recruited, a Mutant must select one of the three Genotypes listed below. This is written in parenthesis after 'Mutant' on the Crew Manifest. This type may never be changed and each confers its listed effects on the Mutant:
  - *Bruiser:* Once per Game this model may re-roll a single d10 result for its Resistance Check. This model also gains a +1 Encumbrance bonus and negates the Heavy and Fatigue Traits on its Gear.
  - *0–5 Strider:* This Mutant has heightened mobility and speed. It has a Move rate of 10". This model treats all Obstacles 2" or less as Open Ground. If this Mutant becomes subject to the Heavy Trait its Move becomes 6" while under that effect.
  - *0–3 Wyrd:* This Mutant's psychic static confuses its enemies and inhibits their attacks. This model uses its CMD/2 number of dice when making all Defense Checks.

Synthetic

With the advent of Artificial Intelligence the notion of synthetic 'lifeforms' being classified in their own right alongside TruMan and Mutant has been widely accepted on Earth. Synthetics are stratified according to their level of sentience. Only true Artificial Intelligences are in control of synthetic 'society' and they follow a strict caste system of operational rank. These Synthetic entities have their own plans and designs for the future of Earth. In most instances True Humans, and their Mutant offspring, are viewed as a nuisance that must be exterminated in order to usher in the Age of Synthesis.

The Synthetic Lifeform Trait confers the following:

- **Clockwork Man:** Constructed entirely of inorganic materials, Synthetics have a Wound Threshold of 6+ and are Immune (Gas, Poison).
- **Advanced Targeting:** This model may ignore Target Priority for Ranged

Combat Actions and may target any enemy model to which it can draw a LoS up to 20".

- **Series Type:** When recruited, a Synthetic must select one of the three Series Types listed below. This is written in parenthesis after 'Synthetic' on the Crew Manifest. This type may never be changed and each confers its listed effects on the Synthetic:
  - *0–3 Thinker:* As its Action this model can remove its Action Token to grant a +3 bonus to itself or any other single friendly Synthetic model for that model's next Action, Once per Game.
  - *0–5 Warrior:* This model has a Wound Threshold of 7+ and is Immune (Panic).
  - *Worker:* This model gains a +3 bonus to its Encumbrance limit.

PALLADIUM ATHENA

Ratings, Traits and Gear

All models have the three main components listed on their Profile which are their Ratings, Traits, and Gear. The Crew Manifest will have a section for each member of your Scrapper Crew that you will fill out and use as a reference during play.

Ratings

There are three Ratings in *Scrappers* that numerically define the pertinent abilities of each model in the game. The Ratings have a minimum and maximum range between 1 (lowest) and 7 (highest). Some Traits or game effects will modify a Rating under defined circumstances. A Rating may be modified above the maximum Rating for a model's type. The most a Rating can be reduced to is zero (0).

- **Combat Rating:** This Rating encompasses a model's training, experience, and overall effectiveness in battle. This Rating is abbreviated as CBT.
- **Command Rating:** This Rating represents a model's mental faculties, force of will, and ability to exert influence over others. This Rating is abbreviated as CMD.
- **Constitution Rating:** This Rating defines a model's physical fitness, strength, and ability to resist injury and hardship. It is abbreviated as CON.

Maximum Ratings

Each Rating can be purchased at any level as the Player sees fit for his models. No Rating may be below 1 and each model type has a different maximum number as follows:

RATINGS SUPPLY POINT COSTS

RATING	CBT	CMD	CON
7	30	24	26
6	22	18	19
5	15	12	13
4	10	8	8
3	6	4	4
2	3	2	2
1	1	1	1

CREW MAXIMUM RATINGS TABLE

MODEL TYPE	COMMANDER	VETERAN	TROPER
Starting Rating Maximum	6	5	4
Campaign Rating Maximum	7	6	5

Models by Reaper, Pig Iron, Micro Art Studios, Armorcast, Systema Gaming, Spartan Games and Wargames Tournaments.

Rating Modifiers

There are only two types of modifiers that will increase or decrease a model's Ratings. The first is a bonus and the second is a penalty.

When applying Modifiers to a Rating for any Check, always add the bonuses first, and use the new total as the full Rating.

Once all bonuses have been added, if any game state, condition, or rule gives that model a penalty then take the full modified Rating number and divide it by 2, rounding down all fractions.

For example, if a model has a CBT Rating of 4 and a +3 bonus on his shooting action then the Player has a total of a CBT 7. Once the distance to the target is measured, the Player sees that his model is at Long Range and suffers a Long Range penalty of CBT Rating divided by 2 and rounded down. This would take the 7 divide it by 2 to get 3.5, then drop the fraction for a final modified CBT 3 for his Check.

Whenever a penalty is applied to a Rating it is written as the Rating's name followed by a /2. This is referred to as a 'Ratings half' penalty. The above example

would be a CBT/2 Penalty on the 7 resulting in the final number being a 3.

Traits

Traits represent special training, advantages, or abilities that further define models from each other. These enhancements add, modify, or defy the written rules in order to simulate their effects in the game.

Models are not required to have any Traits. The sole exception is a Crew's Commander model who comes with the Commander Trait for free.

Models are restricted to a maximum number of Traits they can have when first hired onto a Crew. These are called Trait Slots. In subsequent Campaign games they can use Experience Points to buy additional Traits, with the maximum number of Trait Slots instead being equal to their CMD Rating for the remainder of the Campaign.

When first hired onto a Crew, Commander models have 3 Trait Slots. The first Slot is filled with the Commander Trait at no cost. The remaining 2 Slots are open for other Traits to be purchased if desired. Veterans have 2 Trait Slots and Troopers have 1 Trait Slot.

Gear

Gear is the summary of all Weapons, Armor, Shields, and Equipment that aid a Scrapper in his ventures. Like Ratings and Traits, Players spend Supply Points on Gear.

Once a Player has finished this last step, his Scrapper Crew is ready to go looking for scrap amidst the ruins of the Omega Zones…

Gear Encumbrance

Models can only carry so much Gear into a fight. If they become too encumbered by Weapons, Armor, and other Equipment they are not able to fight effectively.

Each model may only have a number of pieces of Gear equal to its CON Rating. Each different piece of Gear counts as a single item for Encumbrance purposes regardless of whether it requires one or more hands to use.

Gear with the Heavy Trait count as 2 pieces for Encumbrance limits and makes the model subject to the restrictions of the Heavy Gear Trait.

Some Weapons and Gear will be so negligible in their size and weight that they do not count against a model's Encumbrance. These items will be identified by

having the Light Trait in their Gear description.

Pre-Game Calculations

To speed play, it is recommended that Players pre-calculate the three following attributes on their Crew Manifests beforehand.

Base Close Combat Attacks

This is the model's unmodified CBT/2 Rating, with a minimum of 1. Traits that increase or modify a model's CBT Rating do not factor into this calculation.

Base Damage

The Base Damage (abbreviated as DMG) for each type of Weapon used is prefigured and entered on the Crew Manifest where appropriate.

For Close Combat Weapons, add the model's CON Rating to the DMG Rating of the Weapon. This total becomes its new DMG Rating.

For Ranged Combat Weapons the DMG Rating listed for the Weapon is the only number used.

The DMG Rating is added to any Damage Bonus from a successful Attack when calculating Damage Checks in combat.

Armor Rating

Armor and Shields each have their own Armor Rating, abbreviated as ARM. Add all Armor and Shield Armor Ratings together. This new total is entered on the Crew Manifest as the model's new ARM Rating.

In *Scrappers* the maximum Armor Rating for any model is 10. Any ARM above that is discarded.

TRAITS

Traits come in five categories or types. Each type of model Lifeform can buy Core Traits normally. Champion Traits are only available to True Humans. Mutation Traits are only available to Mutants. Structural Traits are only available to Synthetics. Faction Traits are only available to models from a specific Faction. Models may not take a Trait more than once unless that Trait requires they choose

a sub-type. Each different sub-type counts as a separate Trait, even though it's the same type of Trait.

Stackable Traits, indicated by the (S) after the name, may have higher levels of bonus added later as explained in the Campaign chapter. Stackable Traits when first purchased are at the +1 bonus level for their type and may never exceed the +3 level.

The cost of each Trait (and each level in the case of Stackable Traits) is shown at the end of its entry below.

Core Traits

Dauntless (S)

This model is inured to the death and destruction around it. When making a Panic Check this model gains a +1 CMD Rating bonus per level of this Trait. If it is using its Commander's Command Radius to replace its CMD Rating with the Commander's, this bonus adds to the replaced Rating value.

Cost: 5 SP/5 EXP/5 EXP

Drilled

This model may ignore Target Priority for Ranged Combat Actions and may target any enemy model to which it can draw a LoS.

Cost: 15 SP

Gearhead (S)

Crew with this Trait are experts at using and repairing different types of Gear in the heat of battle. When making a Gear Check the model gains a +1 CMD Rating bonus per level of this Trait.

Cost: 5 SP/5 EXP/5 EXP

Knife Fighter (S)

When armed with a Knife in Close Combat this model's Weapon Profile is 1/C/1 with the Vicious Gear Trait. When making Attack and Defense Checks in Close Combat this model gains a +1 CBT Rating bonus per level of this Trait. This Trait is not useable with the Man-at-Arms Trait.

Cost: 5 SP/10 EXP/10 EXP

Models by Pig Iron, Reaper, North Star Military Figures/Osprey Games, Wargames Tournaments, Systema Gaming, Micro Art Studios and Secret Weapon Miniatures.

Kung Fu (S)

If unarmed in Close Combat this model is considered to be armed with a 1/C/1 Close Combat Weapon that confers the Two Weapon Fighting Trait on its Attacks. When making Attack and Defense Checks in Close Combat this model gains a +1 CBT Rating bonus per level of this Trait.

Cost: 10 SP/10 EXP/10 EXP

Man-at-Arms (S)

This model is trained in fighting with melee weapons. When making Attack and Defense Checks in Close Combat with a Close Combat Weapon this model gains a +1 CBT Rating bonus per level of this Trait. This bonus does not add to CBT for computing number of Base Close Combat Attacks. That number is based on the model's unadjusted CBT Rating.

Cost: 5 SP/10 EXP/10 EXP

Marksman (S)

This model is trained in fighting with ranged weapons. When making Attack Checks with a Ranged Weapon this model gains a +1 CBT Rating bonus per level of this Trait.

Cost: 5 SP/10 EXP/10 EXP

Ranger

This model treats all Difficult Ground as Open Ground, and all Impassable Ground as Difficult Ground for Movement only. It does not change LoS for Area Terrain, Concealment, or Cover.

Cost: 15 SP

Sharpshooter

When executing a Take Aim Action against a target enemy model this Trait negates any Concealment that target model may have.

Cost: 25 SP

Two Weapon Fighting

This model may fight in Close Combat with two single handed Close Combat Weapons. The controlling Player decides which Weapon is the Primary and which is the Secondary. Use the Weapon Profile of the Primary Weapon, and re-roll the lowest Close Combat dice result before choosing which dice to use to resolve the combat.

Cost: 10 SP

Champion Traits

Athlete (S)

When making Terrain and Falling Checks this model gains a +1 CBT Rating bonus per level of this Trait. This model's Encumbrance limit is increased by +1 point irrespective of level.

Cost: 5 SP/5 EXP/5 EXP

Crushing Blow

When making Close Combat Attacks with a Close Combat Weapon, this model's Weapon gains the Impact Gear Trait.

Cost: 10 SP

Gunsmith

This Trait allows a model armed with a Longarm or Sidearm to immediately re-roll

a single failed Weapon Gear Check Once per Turn.

Cost: 15 SP

Hack and Slash

When executing a Charge Action this model may add +4" to his Charge Move distance. It may not use this if subject to the Heavy Trait. This model may not use this extra Charge Movement to enter Difficult Ground.

Cost: 10 SP

Hawkeye

This model never suffers from any Long Range penalty when executing a Take Aim Action with a Ranged Weapon.

Cost: 25 SP

Myrmidon

This warrior is trained to fight several enemies at once in melee combat. This model uses its full CBT Rating when Engaged with Multiple Opponents in Close Combat. It is also Immune (Panic from Outnumbered Checks).

Cost: 10 SP

Paragon

This model embodies a superior ability in one particular attribute that exceeds those of its peers. When this Trait is first taken the Player must choose one of its three Ratings that will be noted after this Trait in parenthesis. For example, if the Player chose Combat he would list it as Paragon (CBT) on the Crew Manifest. Once per Game this model may add a +3 Rating bonus to any Check that is made with his chosen Rating. This bonus may be added after the Check result has been determined. This Trait may only be taken once by a model.

Cost: 10 SP

Stubborn

When Broken this model automatically stops fleeing during the Recovery step of the next SitRep Phase as if it had been the target of a Steady Action. It may be Ordered an Action normally later that Turn in the Orders Phase. This Trait does

not confer the Move component of a Steady Action.

Cost: 10 SP

Targeteer

Whenever this model executes a Take Aim Ranged Combat Action it may re-roll its Attack Check result Once per Turn.

Cost: 20 SP

Weapon Expert

Choose a Weapon Category from the table below. This model gains a +1 CBT Rating and Base Damage bonus when using a Weapon from that group. This counts on Ranged Attacks for Ranged Weapons and both Attack and Defense Checks for Close Combat Weapons. Include the Weapon Category in parenthesis next to Weapon Expert on the Crew Manifest.

Cost: 15 SP

WEAPON CATEGORY	NOTES
Archery	Includes Bow, Hand Crossbow, and Crossbow
Bludgeons	Includes Bludgeon and Great Bludgeon
Cleavers	Includes Cleaver and Great Cleaver
Kung Fu	Kung Fu
Longarms	All types
Sidearms	All types except Hand Crossbow
Swords	Sword and Great Sword
Thrown	All with the Thrown Trait, whether used in Close or Ranged Combat

Mutation Traits

In addition to other types Mutation Traits are either Mental (M) or Physical (P) as noted in their entry.

Brute (P)

Due to its size and toughness this model has a Wound Threshold of 7+ and increases its Encumbrance limit by +1 point. In Close Combat this model gains a +1 bonus to both its Weapon Reach and Base Damage Rating.

Cost: 15 SP

EMP Burst (M)

This mutant's body is capable of producing an electromagnetic burst that will disrupt or destroy unshielded electronics. As its Action, this model may Move up to 3" and make a Damage Check against all Synthetic Lifeforms within 3" of this model's base. This model makes a single Damage Check using its unmodified CMD Rating plus the d10 roll. Each target Synthetic Lifeform model makes its Resistance Check using only its unmodified CON Rating and d10 roll. Compare the results and apply accordingly for each target model. This effect has the EMP Gear Trait and any model with the Immune (EMP) Trait ignores this effect.

Cost: 10 SP

Extra Arms (P)

This model gains +1 Base Close Combat Attack. It may use two single-handed Close Combat Weapons as if it had the Two Weapon Fighting Trait. It may also have up to two Shields and can stack their ARM Ratings with its other Armor. If equipped with two Shields it only gets one re-roll as an Active Shield Defender. This Trait negates the Heavy and Fatigue Traits from any Shields or Weapons. Its maximum Encumbrance is increased by +1 point. The model must have extra arms, appendages, tails, or tentacles, etc. sculpted on it to purchase this Trait.

Cost: 25 SP

Force Field (M)

This Mutation creates a psychic force field that surrounds the Mutant and protects it from harm. When Ready, this model adds its CMD/2 Rating to its ARM Rating. While this model is an Active Defender it gains the Shield Gear Trait even when Defending against Ranged Attacks.

Cost: 20 SP

Models by Pig Iron, Reaper, C-P Models, Micro Art Studios and Battle Systems.

Gammahide (P, S)

A Mutant with this alteration has developed some type of hardened carapace, radiation toughened skin, or other protective enhancement. When making a Resistance Check this model gains a +1 CON Rating bonus per level of this Trait.

Cost: 10 SP/10 EXP/10 EXP

Horrible Stench (P)

A powerfully pungent, acrid, noxious, or putrid odor reeks from this Mutant. Enemy models that are Engaged with this model in Close Combat are CBT/2 for all Attack and Defense Checks as they choke and gag on the Horrible Stench. This applies even if the Engaged models Attack or Defend from models other than this one. Models with Immune (Gas) are not affected by this Trait. This Trait confers the Gas Gear Trait on this model. Inured to its own foulness, this model is also Immune (Gas).

Cost: 15 SP

Inhuman Strength (P)

Gifted with incredible physical strength this Mutant is a powerhouse in battle. It gains a +3 CON Rating bonus to its Base Damage in Close Combat and adds +3" to any Thrown Weapon's Effective Range when used for a Ranged Attack Check. This Trait negates the Heavy and Fatigue Traits from this model's Gear and its Encumbrance limit is increased by +3 points.

Cost: 30 SP

Organic Weapon (P, S)

A mutation of this type grants the mutant the ability to make a damaging attack with its body. This ability takes many forms and for sake of play these do not need to be modeled for WYSIWYG purposes. This Trait allows the model to purchase one of the Organic Weapons listed in the table below. Once purchased the type is written in parenthesis after this Trait name on the Crew Manifest and becomes part of this Trait. When making Attack and Defense Checks with its Organic Weapon this model gains a +1 CBT Rating bonus per level of this Trait. There are five Ranged Combat and five Close Combat Organic Weapon types. Each Weapon performs as a normal Weapon for all purposes.

Close Combat Organic Weapons add their Damage Rating to this model's CON Rating for the Base Damage of the Weapon.

Ranged Organic Weapons use the Damage Rating amount listed in the Organic Weapon Profile for Base Damage as usual. All Ranged Organic Weapons have a Maximum Long Range of 2 x the Effective Range listed on the Profile. Ranged Organic Weapons may be used in Close Combat with a Weapon Reach of 4. The Base Attacks of the model using this option cannot exceed the RoF of the Ranged Organic Weapon it is using.

This Mutation Trait may be taken more than once. Each time this is purchased it must select a different Organic Weapon. For example, a model could have Organic Weapon (X-Radiated Eyes) +1 and Organic Weapon (Bashers) +1 using two Trait Slots. This Trait may not be taken more times than the model's CON/2 or Starting Trait Slot maximum, whichever is lower. This Mutation Trait may never be removed by any game effect or Trauma Check result.

Cost: 5 SP + Cost of Organic Weapon /10 EXP/10 EXP

ORGANIC WEAPONS TABLE

TYPE/NAME	PROFILE	GEAR TRAITS	SUPPLY POINTS

CLOSE			
Body Blades	1/C/2	Riposte	5
Bashers	1/C/3	Impact	10
Slashers	1/C/2	Vicious	5
Stranglers	2/C/1	Entangle	5
Toxic Spray	3/C/1	Gas, Poison	15
RANGED			
Electroshock	10/2/3	Impact	25
Quill Storm	4/3/2	Directed Burst (2), Vicious	15
Screamer	6/2/3	Rapid Fire, Sonic	25
Tangle Web	5/1/1	Area Burst (2), Entangle	15
X-Radiated Eyes	8/2/3	X-Ray	35

Shadowmind (M)

The mental powers of this mutant combine to create a psychic haze that distorts the perceptions of its enemies. Whenever an enemy model targets this Mutant with a Ranged Attack, it adds this model's CMD Rating as additional inches to the total actual distance between both models. When comparing Weapon Reach in Close Combat, this model will automatically win the contest over all Engaged enemy models. If another enemy model has this same Mutation Trait then the model with the higher CMD Rating wins. If this is a tie then the Attacker is still At Risk as usual.

Cost: 25 SP

Stun Field (M)

This Mutation Trait grants the model the ability to project mental waves of stunning force that incapacitate all organic beings in proximity to the mutant. As its Action, this model may Move up to 3" and make a Stun Field Attack against all models within 3" of this model's base. This model rolls a d10 and adds its CMD Rating for its Attack Check result. All models within range of this Attack roll a d10 and add their individual CMD Ratings for their Defense Check result(s). If the Attack Check result equals or exceeds any model's Defense Check result, then the Defending model is Shocked. No Wounding is possible unless a target model was already Shocked or Broken as usual. Synthetics are unaffected by this Mutation Trait except for Cyborgs who have a +3 CMD Rating bonus on their Checks.

Cost: 25 SP

Structural Traits

Android

Crafted to look and pass as a True Human, this Synthetic is indistinguishable as such. This model gains the Alpha User Trait and may use all Gear and Artifacts as if it were a True Human. Android models may not take other Structural Traits and Gear except for Integral Weapons, Energy Shield, and EMP Shielding.

Cost: 10 SP

Armored Hull

Designed for battle this model is Immune (Shocked). This may not be taken if the model has the Energy Shield Trait and may only be taken by Synthetic (Warrior) models.

Cost: 35 SP

Cyber-Thrall

This model has been turned into a mindless automaton controlled by a superior synthetic intelligence. This model is Immune (Shocked, Gas, Panic, Poison). It may not have any Rating higher than 3 and may only have one Weapon and no other Gear or Artifacts. Being a slave to a master program, this model may never execute any type of Break Action. This model may not earn Experience. This Trait may only be taken by Synthetic (Worker) models.

Cost: 10 SP

Cyborg

This model started life as either a True Human or a Mutant. It has been modified with cybernetic parts and systems to such an extent that it is more synthetic than organic. This model is a Synthetic Lifeform for all purposes except that when first created it may buy either one Champion or Mutation Trait. This additional Trait will be written in parenthesis and is included in this Structural Trait for Trait Slot purposes. The model buys this Structural Trait and then also pays the cost of the Champion or Mutation Trait.

Cost: 10 SP+ Cost of Champion or Mutation Trait

Death Machine

Designed to obliterate its foes with deadly precision this Synthetic's Ranged Combat Weapon Attacks have the Brutal Gear Trait against targets within half of the Weapon's Effective Range. This Trait may only be taken by Synthetic (Warrior) models.

Cost: 35 SP

EMP Shielding

This model is Immune (EMP).

Cost: 10 SP

Energy Shield

Built with an internal force field this model has the Reinforced Gear Trait regardless of whether or not it has any ARM Rating. This may not be taken if the model has the Armored Hull Trait.

Cost: 30 SP

Integral Weapons

This Synthetic has internally built armaments that are hidden from view. This model's Weapons do not need to be modeled on the figure for What You See Is What You Get restrictions. No more than this model's CON/2 number of Weapons may benefit from this Trait and must be purchased at the time this model is recruited to the Crew. Integral Weapons cannot be replaced and new Integral Weapons of any type may not be added. All other Weapons must be modeled on the figure. The Integral Weapons must be purchased separately and noted in parenthesis after this Trait's name on the Crew Manifest. Any Integral Weapons taken do not count towards this model's Encumbrance limit. Weapons with the Heavy Gear Trait may not be used with this Trait.

Cost: 5 SP + Cost of each Weapon

Models by Pig Iron, Reaper, Systema Gaming, Wargames Tournaments and Spartan Games.

Mobility Upgrade

Like True Humans and Mutants, Synthetics use legs to traverse the battlefield. Some are designed with alternate modes of transportation that can improve travel over certain types of ground. When first recruited this Structural Trait may be purchased and the type of upgrade is listed in parenthesis. Each different mode has a separate Supply Point cost as noted hereafter. This Trait may only be taken once

and is part of the model thereafter.

Crawler

This model treats Difficult Ground as Open Ground but it cannot Move over Obstacles that are greater than 1" in height. This model may not enter any Difficult Ground that consists of water or other fluid.

Cost: 5 SP

Roller

When in Open Ground this model's Move distance becomes 10". This model may not enter any Difficult Ground that consists of water or other fluid.

Cost: 15 SP

Skimmer

A model with this upgrade treats all Difficult and Impassable Ground as Open Ground for Movement purposes only.

Cost: 25 SP

Self-Destruct

As its Action this Synthetic model may destroy itself in a fiery blast. Any model within 3" will be hit by the explosion and shrapnel. This model makes a single Damage Check against all models within the blast radius using this model's unmodified CON Rating. The blast has the Impact Trait. Compare each target model's Resistance Check to this model's Damage Check result and apply Injuries accordingly. Once the Self-Destruct Action has been executed, remove this model from the game as Wounded. It is also automatically Destroyed and is removed from the Crew Manifest along with any Gear or Artifacts it had. It counts as a Wounded model for Rout Check purposes.

Cost: 15 SP

Faction Traits

Architechs Faction Traits

Belay Order

Only a model with the Commander Trait may have this Faction Trait. Once per Turn, instead of executing an Action from a friendly Active model, you may execute a Belay Order Action. This model must target two friendly models within its Command Radius. It must target a friendly model that is Active and one friendly model that is Ready. None of the models may be Engaged in Close Combat. To execute this Action, remove the Action Token from the Active model and put it on the Ready model. The Ready model is now Active. This ends the Belay Order Action and Priority passes back to the other Player. This model need only be Ready to use this Trait, as the re-ordering of the Action Token counts as an Action instead. Also, neither of the friendly models must be close to each other, just within the Command Radius of this model. This Trait may not be used to give an Action Token to a model that received one from the Belay Order Trait this Turn.

Cost: 20 SP

Pre-emptive Strike

When executing a Break Combat Action, this model gains a +3 CBT Rating bonus. This may only be used Once per Turn.

Cost: 5 SP

Stormtrooper

This model may execute a Move-Fire-Move Action instead of its normal Mobile Fire Action. The total distance moved may not exceed the standard Move distance for a Mobile Fire Action and performs as such for all other purposes.

Cost: 10 SP

Models by Reaper, Anvil Industries, Micro Art Studios, Systema Gaming, Wargames Tournaments and Secret Weapon Miniatures.

Ecotopians Faction Traits

Go to Ground

When this model executes a Steady Action and is able to Move to within 1" of a piece of Terrain, it may end its Move in Ambush.

Cost: 5 SP

High Pain Tolerance

Infused with GAIA's essence this model endures hardship with little notice. This model is Immune (Shocked).

Cost: 30 SP

Hunter

When making a Mobile Fire Action this model does not suffer the RoF/2 penalty.

Cost: 15 SP

Freelancers Faction Traits

Grifter

Once per After Action report when rolling for the value of a Scrap Token, this model's Player may re-roll his d10 result. This may only be done if this model was not subject to a Trauma Check in this After Action Report.

Cost: 5 SP

Hot Tip

Once per Turn when this model makes an Event Check it may re-roll its d10 result.

Cost: 5 SP

Scrounger

Once per Game this model's Player may re-roll his die result on the Event Table.

Cost: 5 SP

Gamma Lords Faction Traits

Dead Zone (M)

This Mutation lets the model siphon off the life energy of organic beings around it. As its Action this model may Move up to 3" and force all models within 3" inches to suffer an automatic Damage Check. The Damage Check will be made with this model's CMD Rating and the opposed Resistance Check will be made with the target model's CON Rating. No Armor Rating is added to the Defender's Resistance Check. Determine Injury results normally. Synthetics are unaffected by this Mutation Trait except Cyborg models which gain a +3 CON Rating bonus for their Resistance Check.

Cost: 35 SP

Intoxicating Scent (P)

This Mutant exudes some form of intoxicating scent, soporific musk, or anesthetizing odor that lulls its enemies into a dreamy, dazed state of mind. While Engaged with this model in Close Combat, enemy models are CON/2 when determining their Base Damage for any Damage Check they must make, regardless of the target Defender, as long as the Attacking model is Engaged with this model it is affected. Models with Immune (Gas) are not affected by this Trait. This Trait confers the Gas Source Trait on this model. Steeped in its own powerful aroma, this model is Immune (Gas).

Cost: 15 SP

Super Genius (M)

A mutant with this Trait has genius ability in one of three areas, chosen from the list below. When this Mutation is taken the type of ability must be selected and is written in parenthesis after the Trait name. A Crew may only have one model with this Mutation Trait.

Cost: 10 SP

- **Tactics:** Once per Game this model may use this ability to prevent its declared Action from being subject to an opponent's Break Action.
- **Sciences:** If this model's Weapons or Artifacts fail a Gear Check, they may not be used for the remainder of the Turn, instead of the remainder of the Game. If this model fails a Gear Check by enough points to suffer a Shocked or Wounded result from the Artifact's destruction, then this Trait has no effect on its condition.
- **Logistics:** Once per Game, when rolling the Random Check to determine if there is an Event, this model's Player may roll one additional d10 and choose either result for his part of the Random Check.

Palladium ATHENA Faction Traits

Calculated Risk

This model may re-roll any single d10 roll Once per Game. Only one model in your force may have this Trait. It may only re-roll one of its own d10s.

Cost: 5 SP

Firing Solution

This model may target and execute a Ranged Combat Action against an enemy model that is Engaged in Close Combat with one or more friendly models from this Synthetic's Crew. Execute the Ranged Combat Action normally. If this model fails its Attack Check, then it has instead accidentally hit one of its own Engaged models. If more than one friendly model was Engaged with the target enemy model then the one that is closest to this model becomes the target instead. No Damage Bonus is applied to the Damage Check. The Priority Player will make this model's Damage Check against his other Engaged model. The Secondary Player will make the opposed roll for the friendly target model. Apply all results normally.

Cost: 10 SP

Redundant Circuits

The model with this Trait may re-roll one of its Resistance Checks, Once per Turn.

Cost: 20 SP

Sons of Entropy Faction Traits

Assassin

Trained in a variety of killing methods, this model causes grievous wounds on its targets. Whenever this model makes a Close or Ranged Combat Weapon Attack its Weapon gains the Brutal Gear Trait. The Ranged Attack must be at Point Blank Range to the target model.

Cost: 15 SP

Bully's Boot

A shameless practitioner of dirty fighting, this model presses his advantage at every opportunity. This model gains a +3 CBT bonus when Attacking Shocked or Entangled enemy models in Close Combat. This Trait may not be used if this model is subject to the Shocked condition.

Cost: 5 SP

Infiltrator

This model may start the game deployed anywhere on the table as long as it is not closer than 12" to an enemy model, or 6" to a Scrap Token. This model is deployed after all other models and before the first Turn begins. If both Players have models with the Trait then the Infiltrators are deployed normally as above, with the Sentry Player's Infiltrators placed first and the Intruder's last. If an Infiltrator is placed adjacent to Concealment and there is no clear LoS to any enemy models, it begins the game in Ambush. A model with this Trait cannot use the Road Warriors Faction Feature. A Crew can have 0–5 models with this Trait.

Cost: 20 SP

The Purge Faction Traits

All Out Attack

Throwing his entire body into the effort, this warrior trades a balanced defense for an overbearing strike. This Trait may be used when this model executes a Stand and Fight Action, and it gains a +3 CBT bonus for its Attacks. However, if a Defender's Defense Check result exceeds this model's Attack Check result by any amount, it triggers a Counter-Attack.

Cost: 5 SP

Fanatic

The model with this Trait is a crazed fanatic for its cause, whatever that might be. So resolute is his mind that he ignores even the most terrifying of circumstances. This model is Immune (Panic).

Cost: 20 SP

For TruManity!

When executing a Charge Action this model gains +3 to its Weapon Reach in Close Combat.

Cost: 5 SP

Traits Summary

GENERAL TRAITS

CORE	SP	CHAMPION	SP	MUTATION	SP	STRUCTURAL	SP
Dauntless	5/5/5	Athlete	5/5/5	Brute (P)	15	Android	10
Drilled	15	Crushing Blow	10	EMP Burst (M)	10	Armored Hull	35
Gearhead	5/5/5	Gunsmith	15	Extra Arms (P)	25	Cyber-Thrall	10
Knife Fighter	5/10/10	Hack and Slash	10	Force Field (M)	20	Cyborg	10***
Kung Fu	10/10/10	Hawkeye	25	Gammahide (P)	10/10/10	Death Machine	35
Man-at-Arms	5/10/10	Myrmidon	10	Horrible Stench (P)	15	EMP Shielding	10
Marksman	5/10/10	Paragon	10	Inhuman Strength (P)	30	Energy Shield	30
Ranger	15	Stubborn	5	Organic Weapon (P)	5/10/10*	Integral Weapons	5**
Sharpshooter	25	Targeteer	20	Shadowmind (M)	25	Mobility Upgrade	5/15/25

Two Weapon Fighting	10	Weapon Expert	15	Stun Field (M)	25	Self-Destruct	15
* Plus SP of Organic Weapon							
** Plus SP of each Weapon							
*** Plus SP of other Trait							

Models by Reaper, Micro Art Studios, Anvil Industries and Battle Systems.

FACTION TRAITS

FACTION	TRAIT	SP
Architechs	Belay Order	20
	Preemptive Strike	5
	Stormtrooper	10
Ecotopians	Go to Ground	5
	High Pain Tolerance	30
	Hunter	15
Freelancers	Grifter	5
	Hot Tip	5
	Scrounger	5
Gamma Lords	Dead Zone (M)	35
	Intoxicating Scent (P)	15
	Super Genius (M)	10
Palladium ATHENA	Calculated Risk	5
	Firing Solution	10
	Redundant Circuits	20
Sons of Entropy	Assassin	15
	Bully's Boot	5
	Infiltrator	20

The Purge	All Out Attack	5
	Fanatic	20
	For TruManity!	5

GEAR

Gear is the composite term that summarizes the Weapons, Armor, and Equipment carried by the members of your Crew. This section will detail the important points of different types of Gear and the rules for using these instruments of war in your games.

The Weapon Profile

Weapons like models have a profile that lists their game effects. Additionally, they may also have Gear Traits that further define their performance in game terms.

Each Weapon Profile consists of three parts. The first is the Effective Range for missile Weapons or the Weapon Reach if used in Close Combat. The second is the Rate of Fire or the number of the model's Close Combat Attacks; and finally the Damage Rating of the Weapon.

Effective Range/Weapon Reach

The first number is the Effective Range or Weapon Reach number depending on whether this is a Ranged or Close Combat Weapon.

If a Weapon has a number that is greater than 3 in its first slot, then it is a Ranged Weapon. No Close Combat Weapons have a Reach number greater than 3. Sidearms have a Reach of 4, and can be used in Close Combat. They are the only exception to this rule.

Rate of Fire/Close Combat Attacks

As with the first statistic this slot has a reference that is different for Ranged Weapons than it is for Close Combat Weapons.

If there is a number in this slot, then it is the Rate of Fire of the Weapon when using a Standing Fire Action. If the letter 'C' is listed instead, then it is a Close Combat Weapon and uses the Base Attacks of the model as detailed in the Close Combat Action section.

Base Damage

In all cases the last slot on the Weapon profile is Base Damage. This is added to a model's CON Rating if this is a Close Combat Weapon. If a Ranged Weapon, then this number is the only Base Damage number used. Thrown Weapons have their own rules as noted later.

Gear Traits

Weapon Profiles have special abilities and unique parameters that are represented in the game with their own category of Traits. Some pieces of Armor, Shields, and other Equipment also have Traits. Collectively these are called Gear Traits.

2-Hands

This Weapon requires both hands to use. No other hand held item may be used when this item is being used.

Alpha User

This Gear may only be used by a True Human.

Area Burst

This Trait represents explosive area effects. There will be a number listed in brackets after this Trait on the Weapon Profile. That number is the distance in inches that the effect of this Weapon will reach.

Choose a Primary target enemy model. Any models, enemy or friendly, that are within this number in inches from the base of the Primary target receive a single Attack targeted against them. The Attack against the Primary target model is resolved with normal modifiers.

If the Attack Check or a Weapon Gear Check is failed on the Primary target, then none of the targets are Attacked. The Attacker missed the area altogether or had trouble with his ammunition.

If the Primary target is hit, then roll separately for each other Secondary target and resolve all hits normally. Attacks against the other secondary target models within this Area Burst distance are at CBT/2 on a single d10 roll for each target.

In all cases, the Secondary targeted models will benefit from Cover but not Concealment. Determine LoS from the Primary target to the Secondary targets for

these Attacks.

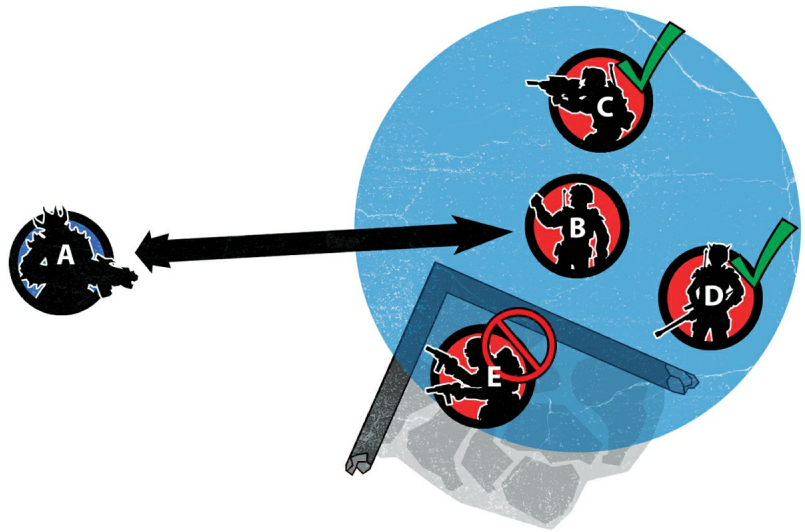
For ease of play, resolve the entire Attack and Damage Check sequence against the Primary target first. If the Primary target is Wounded, leave the model in place and completely resolve each Secondary target Attack. Once all Attacks have been completely resolved then work out Panic from Losses starting with the Primary target and working to each Secondary target in any order the Attacking Player chooses.

AREA BURST

Model A is firing a Frag Grenade at Model B. Frag Grenades have the Area Burst (2) Trait, meaning that any models within 2" of the Primary target may be caught in the blast.

The Attack must hit the Primary target (in this case, Model B) in order to affect any other models. Model A successfully hits Model B. It then makes Attacks against all models, friend or foe, within 2" and LoS of the Primary target (Model B) at CBT/2.

Models C and D are eligible targets because they are within 2" of Model B. Model E is not an eligible target because it is not in LoS of Model B, even though it is within 2".



Models by C-P Models, Systema Gaming, Wargames Tournaments, Armorcast, Kromlech, Pig Iron, Spartan Games and Secret Weapon Miniatures.

Artifact

This Gear is a piece of technology created before the world burned. Artifacts may only be found in Campaign Games and their full rules are listed in that chapter.

Braced

Armor Rating cannot be reduced or negated.

Brutal

This Weapon does such horrific damage to its targets that the model using it rolls an additional d10 when making any Damage Checks, taking the highest roll to determine the Damage Check result.

Chameleon

If this model is within 1" of Terrain then it will count as 10" farther away than it actually is on the tabletop.

Concussion

The effect of this Weapon is to disorient the target rather than create significant damage. If an Active Defender is hit by this Weapon, remove its Action Token. This Weapon causes no additional damage or effect.

Directed Burst

This Gear Trait represents the effects of Weapons that cover a spread of targets in a path directed from the Attacker, such as the beaten zone of machineguns.

The number in brackets after this Trait is the number of inches of the Directed Burst radius from the Primary target enemy model. Any enemy models within this Directed Burst radius may be targeted by the Attacker as well. The Attacking Player may designate any number of Attack dice from this Weapon's Rate of Fire to other models within this Directed Burst radius.

The Attacking Player targets the Primary model. Once Range has been checked, the Attacking Player then measures to see if any enemy models are within the Directed Burst radius. After determining the total number of eligible targets, the Attacking Player may distribute his Weapon's RoF Attack dice among them. The Primary target must always have as many or more Attack dice assigned to it than the other eligible Secondary targets.

There must be a LoS from the Attacking model to any Secondary targets in order for them to be eligible targets. Concealment and Cover are determined by the Lines of Sight drawn from the Attacking model to all targets.

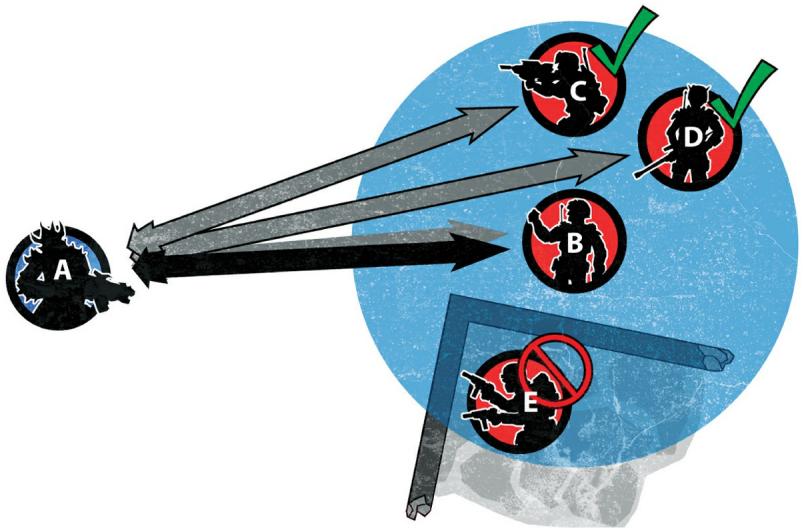
Resolve all Attack rolls against the Primary target first, then in any order as decided by the Attacking Player. If a Weapon Gear Check is failed on the Primary target, then none of the targets are Attacked. However, the Primary target does not have to be successfully hit for the other Attacks to be made.

DIRECTED BURST

Model A is firing a weapon with the Directed Burst (2) Trait and a RoF of 4. Its controlling Player declares a Standing Fire Action against Model B. The first Attack must be allocated to Model B, but remaining Attacks may be allocated to models within 2".

Model A chooses to allocate one Attack to Model C and another to Model D. Since Model A cannot allocate more Attacks to each Secondary target than were allocated to the Primary target, the fourth Attack must be allocated to Model B.

Model E is not an eligible target because it is not in LoS of Model A, so no Attacks may be allocated to it even though it is within the 2" Directed Burst radius.



EMP

This Gear emits a strong electromagnetic pulse that disrupts Synthetic Lifeform systems. Synthetic models hit by an Attack bearing this Gear Trait are CON/2 on their Resistance Check and do not add their ARM Rating.

Energy

This Weapon grants its user a +1 CMD Rating bonus on all Weapon Gear Checks. It also negates all but Braced Armor and Shields up to Effective Range. Models hit by this Weapon are ARM/2 for their Resistance Check at Long Range.

Entangle

This Weapon ensnares its target making it difficult to move and fight normally. When an Attacker succeeds in hitting a Defender with this Weapon, the Defender becomes inhibited by the Weapon and is at CBT/2 penalty for all Combat Checks and is subject to the Heavy Trait until the end of the Turn. If the model using this Weapon succeeds in making a Counter-Attack against an Attacker, the Attacker becomes Entangled after the Damage Check has been resolved.

Fatigue

This Weapon is unwieldy and hefty. A model wielding a Weapon with this Trait may not Counter-Attack in Close Combat.

Fixed Range

This Weapon cannot reach beyond 2x its Effective Range.

Flamethrower

This Weapon fires bursts of flammable liquid that are ignited as they pass through the Weapon. It incorporates the following Gear Traits:

- **Area Burst:** This Trait is included. The number in brackets after the word 'Flamethrower' on the Weapons Table indicates the Area Burst distance. Models within this Weapon's Area Burst effect are hit using the full CBT Rating of the shooter, instead of CBT/2 as with normal Area Burst rules.
- **Brutal:** The damage from a stream of burning fuel is horrific on flesh. The Brutal Trait is included.
- **Cumbersome:** This Weapon has the Heavy and Longarm Traits included in its profile.
- **Hi-Pen:** Flamethrowers are hard to defend against as the high heat and swirling flame gets past all but totally sealed environments. This Weapon has the Hi-Pen Trait.
- **Intense Blast:** The effects of extreme heat from this Weapon causes more than simple kinetic damage. This Weapon has the Fire Gear Trait.

Gas

A model hit by this Attack is CON/2 for all Damage Checks it makes against enemy Close Combat Defenders for the remainder of the Turn.

Gauss

This Weapon grants its user a +1 CMD Rating bonus on all Weapon Gear Checks. Models hit by this Weapon are ARM/2 for their Resistance Checks.

Grenade

This is an explosive device that is thrown by hand or fired from a launcher. It incorporates the following Gear Traits:

- **Area Burst:** This Trait is included. The number in brackets after the word 'Grenade' on the Weapons chart indicates the Area Burst distance.
- **Dud:** This Weapon is subject to normal Weapon Gear Checks.
- **Fumble:** If this Grenade is thrown by hand, and fails its Weapon Gear Check, then the model has fumbled and dropped the grenade close to himself. If this happens the model is instantly Shocked.

Heavy

A model with Gear that has this Trait is burdened by its weight and cannot Hustle. Items of Gear with this Trait count as 2 items when determining a model's Encumbrance.

Helmet

Perhaps the most important protection a Scrapper has when delving into the ruins of the Omega Zones is some form of helmet. Falling debris, flying bullets, or hostile critters can wreak havoc on the head of any explorer. A model with any type of protective head covering or Helmet wins any tie when comparing an Attacker's Damage Check result and this model's Resistance Check result. For example, if an Attacker's result is the same as the Defender's result, then the normal Shocked condition would become No Effect instead.

Hi-Energy

Includes the Brutal, Hi-Pen, and Area Burst (2) Gear Traits.

Hi-Pen

This Weapon has a high penetration which negates a target model's Cover, if any. It does not negate Concealment. This Weapon reduces a target model's Armor Rating to zero.

Impact

Models hit by this Weapon are ARM/2 for their Resistance Check.

Immune

This represents the ability of models or Gear to be totally unaffected by a given type of attack or effect source. When listed as either a Trait or Gear Trait, the type of source, condition, or Gear Trait listed in parenthesis after is what the model ignores. This can be a type of damage, condition or other effect. No damage is done from any Attack bearing the type or types listed in parenthesis. For example, Immune (Panic) means that model never has to take a Panic Check. Immune (EMP) means the model is unaffected by any attack or condition that bears the EMP Gear Trait, etc.

Light

This Gear does not count toward Encumbrance limits.

Longarm

This is a 2-handed firearm. All firearms are subject to Weapon Gear Checks as detailed in the Combat Actions chapter.

Piercing

This Weapon fires very powerful ammunition at short ranges. When making a Ranged Combat Attack at up to Effective Range, this Weapon has the Impact Trait.

Poison

When making a Damage Check with this effect, the Defender's Wound Threshold/2 is used instead.

Portable

This Weapon is not subject to the Heavy Trait as noted by its other Traits. Usually this Weapon system will include some form of harness or grav-suspensor unit to negate weight.

Powered

Negates the Heavy, Fatigue, and Recoil Traits for all Weapons and Gear. Model gets +1 to CON for all Close Combat Base Damage.

Prismatic

This uses the Smoke Gear Trait and also completely blocks LoS from Energy Weapons.

Rapid Fire

This Weapon is capable of producing a high volume of fire. Whenever a Rapid Fire Weapon is used for a Mobile Fire Action, after the Weapon's Rate of Fire is cut in half for the Movement penalty, add +1 to the newly adjusted RoF to determine how many dice the model gets with this Action.

Recoil

While subject to this Trait the model may not execute Mobile Fire Actions.

Reinforced

Roll 2d10 for Resistance checks and take the higher result for determining the Total Resistance Score.

Reliable

This grants the user a +1 CMD Rating bonus on all Weapon Gear Checks it makes for this Weapon.

Riposte

When a model with this Weapon is an Active Defender and checks for a Counter-Attack, use the Attacker's modified CBT/2 rating instead of full CBT.

Rocket

This Trait encompasses all shoulder fired, man-portable propelled explosive devices. These Weapons, while initially designed to defeat armored vehicles, are incredibly effective at penetrating defenses, built up areas, and personnel. It incorporates the following Gear Traits:

- **Area Burst:** This Trait is included and the number in brackets after the Rocket Trait is the number of the Area Burst.
- **Dud:** The Rocket Launcher is subject to Weapon Gear Checks as detailed in the Combat Actions chapter.
- **High Explosive:** When making Attacks against Secondary targets, use the Attacking model's full CBT Rating. This Trait includes the Brutal and Hi-Pen Traits against the Primary target only.
- **Recoil:** This Weapon has the Recoil Trait.
- **Reduced Range:** The Maximum Long Range is 3 x Effective Range.

Savage

This Weapon causes horrific damage when connecting with exposed flesh. Any Damage Bonus caused by a Weapon with this Trait is increased by +5 points.

Scarce

This represents Gear that is hard to find or obtain. A Crew may only start with a single piece of Scarce Gear. Crews from the Freelancers Faction may start the Game with two pieces of Scarce Gear. If a Player wants to purchase a piece of Scarce Gear in the Campaign then Players make a Random Check in the After Action Report for each Scarce piece of Gear they would like to buy.

Only 3 attempts to find a Scarce item may be made per Player, per After Action Report between games. The Player must state first what type of Scarce Gear he is looking to obtain. Then both Players make a Random Check as noted above. For the first attempt the Random Check result must be 3+ to find that Gear. If the result was 3 or more, then the first piece of Scarce Gear may be purchased.

The second Random Check follows the same method listed above but requires a

result of 5+ to obtain the desired Gear. A third attempt sees the number jump to 7+ for success.

The Player seeking the Scarce Gear must declare what he is searching for each time he attempts the Random Check. Also, he may declare different pieces of Scarce Gear before each Random Check, whether or not he was successful in previous attempts.

Once the above process is complete, the Player must pay the Supply Point costs and may add the Gear to his Crew Manifests and assign it to an appropriate model.

Scatter

This Weapon fires a large number of small projectiles, increasing injury at close range. When shooting at a target under Effective Range/2, this model gets a +1 bonus to its Base Damage.

Selective Ammo

The Weapon with this Trait can choose what type of Grenade is fired. The Player declares whether he is firing a Fragmentation, Smoke, or Concussion Grenade when he announces his Ranged Combat Action type. All hits are resolved according to the rule of the type of Grenade if different from the standard profile.

Shield

A Shield is a defensive device worn on the forearm that is used to fend off attacks. A Shield has an Armor Rating that is added to any Armor worn on the rest of the body. If a model equipped with a Shield is Active when it becomes a Defender in Close Combat, it may re-roll its lowest d10 result and apply the result normally for calculating its Defense Check result. Once this model loses its Action Token for any reason, it may not use this benefit until it again becomes an Active Defender in Close Combat.

Sidearm

This is a single-handed firearm. All Sidearms are subject to Weapon Gear Checks as detailed in the Combat Actions chapter. This Weapon may be used in Close Combat with a Weapon Reach of 4. The Base Attacks of the model using a Sidearm cannot exceed the RoF of the Sidearm it is using. Sidearms used this way are considered Close Combat Weapons for all purposes.

Silent

Whenever this Weapon is used to make a Ranged Combat Attack it gains a +3 Damage Bonus if the model using this Weapon was in Ambush when it declared the Ranged Combat Action.

Small

This Gear is not subject to the WYSIWYG rules.

Smoke

The effect of this Weapon is to generate an area of Smoke that covers a portion of the battlefield. The model with this Weapon may declare a Smoke Attack instead of any other Ranged Attack Action. When this is done it takes one Smoke token and places it on the game board to any place it can draw an unimpeded LoS. A Smoke Token should be on a 25mm base.

The Player then checks to make sure the Token is within the Maximum Long Range of the Attacker's Weapon. If the entire Token is within the Maximum Long Range, then the Smoke placement will proceed. If any part of the Token is outside that Range, the Token is removed and the Action ends.

Once the Token is placed, both Players make a Random Check. The result is the total number of additional Smoke Tokens the Attacking Player can place in base-to-base contact with each other starting with the original Smoke Token. This may take any shape desired, and may extend past the Maximum Long Range so long as all placed Smoke Tokens are in base-to-base contact all the way back to the original Token. Tokens may be placed into any type of Terrain, but not on top of models.

Once all the Smoke Tokens have been placed, this Action ends.

Any model may draw a LoS through Smoke Tokens to a target model. Any LoS passing through grants Concealment to the target Defending model. Smoke Tokens never provide Cover.

Smoke Tokens are removed from the board at the end of the Turn in which they were used.

Sonic

If the Damage Bonus of this Weapon Attack exceeds an enemy Defender's unmodified CON Rating, then the Damage Check from this effect gains the

Brutal Trait.

Models by Pig Iron, Reaper, Systema Gaming, Micro Art Studios and Wargame Tournaments.

Structural

This Gear may only be taken by a Synthetic model.

Tac-Helm

Designed for use with armored suits this piece of advanced headgear uses sophisticated sensors to improve the soldier's situational awareness on the battlefield. This Gear is included in every suit of Battle Armor, Powered Armor, and War-Shell. This Gear grants the model a +1 CBT Rating bonus on all Ranged Combat Attacks up to Effective Range of the Weapon. All Ranged Weapons used by this model benefit from having a Scope without one needed on the model's Weapons. This Gear also includes its own Comm Unit and counts as a Helmet.

Thrown

A Thrown Weapon performs differently than other types of Ranged Weapons. The Weapon Profile for these Weapons on the Weapon Chart is for Close Combat only. The Ranged Combat profile varies according to the following rules.

Weapons with this Trait have an Effective Range in inches equal to the wielding model's CON Rating. All Long Range modifiers apply normally. Maximum Long Range is the models CON Rating x 2.

If the Rate of Fire listed on its Profile is a C then its Rate of Fire is 1, except for a Knife which is RoF 2.

Knives, Spears, and Throwing Edges all use the Attacker's CON/2 for their Base Damage Rating when used for a Ranged Combat Attack. Others use the number listed on their Weapon Profiles.

Unarmed

The model is not equipped with a Close Combat Weapon and is fighting barehanded, tentacled, etc. This model fights at CBT/2 and does its CON/2 Base Damage. Here's a tip, buy a knife…

Vac

This suit is sealed against hostile environments. This model is Immune (Gas, Poison, and the Hi-Pen of a Flamethrower).

Vicious

This Weapon causes grisly damage when connecting with exposed flesh. Any Damage Bonus caused by a Weapon with this Trait is increased by +2 points.

X-Ray

This Weapon's Attacks negate the Prismatic, and Smoke Gear Traits. Attacks with this Weapon also negate a Defender's Cover and Concealment. This Weapon will reduce a Defender's Armor Rating to zero.

Armor Descriptions

Common Armor

Helmet

This head armor ranges in style, substance, and function. Any type of head adornment shown on the model may be used for this Gear.

Cost: 5 SP

Leathers

Perhaps the most common garb in the Zones is an assortment of leather clothing or light armor reinforcements to ordinary clothing collectively referred to as Leathers.

Cost: 5 SP

Piece Metal

This armor is a collection or hodgepodge of different metal, ceramic, or Plast-Iron pieces cobbled together to provide some increased measure of protection.

Cost: 10 SP

Scrap Metal

This improvised heavy armor is an assortment of Plast-Iron scraps and various metals and fabrics used to provide greater protection at the cost of comfort.

Cost: 30 SP

Shield

This device is worn on one appendage and is useful in providing protection against most muscle powered Weapons.

Cost: 5 SP

Tac-Suit

This armor is primarily made from high density ballistic fabrics and impact resistant plates. It comes in many configurations and is most commonly used by the more successful Scrapper Crews.

Cost: 20 SP

Scarce Armor

Blast Shield

Made from Plast-Iron sheeting this shield can resist greater damage from attacks than mundane equivalents.

Cost: 15 SP

Combat Armor

The manufacture of this armor is a closely held secret of the Architechs. The suit is

made of multiple Plast-Iron carapace pieces over a ballistic cloth body sleeve.

Cost: 50 SP

Artifact Armor

Battle Armor

The mainline protection for precursor ground troops this is a heavier full carapace armor system with sealed life support body sleeve.

Bonded Hull

Reserved for war and security robots this defensive system is impervious to most forms of attack.

Force Shield

This wrist mounted protection generates a round shield of force that deflects and absorbs damage.

Intruder-Suit

Designed for infiltration and sabotage missions, this battle suit has advanced holographic and thermal camouflage projectors that confuse and disrupt all manner of detection methods.

Powered Armor

This is Battle Armor that has been enhanced with a fully powered bio-feedback exoskeleton that increases the wearer's strength and endurance allowing for thicker armor to be added.

Skin-Suit

Used primarily as vacuum and hostile environment life support, these form fitting suits provide basic protection from physical harm as well.

War-Shell

The ultimate development in personal protection, this battlesuit dominates any battlefield. Completely covered in reinforced Plast-Iron carapace, bonded on the molecular level, and powered by an advanced bio-feedback exoskeleton around its fusion powered core, few enemies can stop this technological Titan.

Armor Summary

ARMOR

ARMOR TYPE	RATING	GEAR TRAITS	SP
COMMON ARMOR			
Helmet	–	Helmet, Light	5
Leathers	1	Light, Small	5
Shield	1	Shield	5
Piece Metal	2		10
Tac-Suit	3		20
Scrap Metal	4	Heavy	30
SCARCE ARMOR			
Blast Shield	2	Scarce, Shield	15
Combat Armor	4	Alpha User, Scarce	50
ARTIFACT ARMOR			
Skin Suit	3	Alpha User, Artifact, Light, Vac	–
Force Shield	4	Artifact, Light, Small	–
Intruder-Suit	4	Alpha User, Artifact, Chameleon, Vac	–
Bonded Hull	4	Braced, Structural	–
Battle Armor	5	Alpha User, Artifact, Heavy, Tac-Helm, Vac	–
Powered Armor	6	Alpha User, Artifact, Powered, Reinforced, Tac-Helm, Vac	–
War-Shell	7	Alpha User, Artifact, Braced, Powered, Reinforced, Tac-Helm, Vac	–

Models by Pig Iron, Anvil Industries, Kromlech and Wargames Tournaments.

Weapon Descriptions

Common Weapons – Close Combat

Bludgeon

Blunt force trauma weapon or tool such as a mace, large wrench, chain, or hammer.

Cost: 5 SP

Cleaver

Heavy edged cutting or chopping implement such as an axe, scimitar, or machete.

Cost: 5 SP

Great Bludgeon, Cleaver, or Sword

These are two-handed versions of their respective single-handed namesakes.

Cost: 10 SP

Grinder

This covers any chainsaw, buzz-blade, or other high speed hand-held device that grinds through flesh and metal alike.

Cost: 20 SP

Knife

A Scrapper's best friend. Don't go into a Zone without one.

Cost: 1 SP

Spear

A sharp blade fixed to a two-handed length of stick.

Cost: 5 SP

Sword

The King of Weapons, this covers all varieties of cut and thrust double edged blades between two to four feet in length.

Cost: 5 SP

Common Weapons – Ranged Combat

Assault Rifle

A rifle designed for full or semi-automatic bursts, this longarm is prized among most Crews.

Cost: 40 SP

Auto-Pistol

The staple small arm of the Zones, this Sidearm fires medium-caliber rounds reloading semi-automatically.

Cost: 20 SP

Auto-Shotgun

This combat shotgun fires like a semi-automatic rifle without having to manually chamber the next round.

Cost: 30 SP

Boomstick

A favorite ballistic Weapon of the Sons of Entropy, these are contact detonation explosives strapped to a light javelin or similar stick used to throw the device at short range.

Cost: 15 SP

Bow

One of the oldest weapons crafted by Ancient Man, this quiet, versatile weapon can be surprisingly lethal in the hands of a trained archer.

Cost: 15 SP

Crossbow

This represents all low-tech archery weapons firing from a stock with a bow across the front providing propulsion for the quarrel or bolt.

Cost: 15 SP

Hand Crossbow

A smaller version of the crossbow, this is small enough to be fired with one hand or from a wrist mount.

Cost: 10 SP

Revolver

These are medium-caliber revolving-chamber pistols that are manually loaded.

Cost: 15 SP

Models by Micro Art Studios, Anvil Industries, Spartan Games and Wargames Tournaments.

Rifle

This category covers most self-loading rifled Longarms.

Cost: 30 SP

Submachinegun

This is a compact firearm used for close quarters' engagements. It's abbreviated as SMG.

Cost: 30 SP

Scarce Weapons

Flamethrower

A favorite of The Purge, this device fires a stream of flaming death that immolates anything or anyone in its path.

Cost: 85 SP

Grenade Launcher

This gun fires 10mm grenades in a semi-automatic fashion. It includes Concussion, Fragmentation, and Smoke grenade types which may be chosen prior to the declaration of a Ranged Combat Action. Buying this Weapon grants enough Grenades to use in each Game without need to repurchase.

Cost: 40 SP

Models by Pig Iron, Anvil Industries, Reaper, C-P Models, Micro Art Studios, Kromlech, Armorcast, Spartan Games, Wargames Tournaments and Systema Gaming.

Grenade

A small hand-held device that detonates upon impact or by timer to release its effect in all directions. This may also be projected from a Grenade Launcher. Buying Grenades by themselves grants enough to use in each Game without need to repurchase.

Concussion: Flashbang shock and awe effects.

Cost: 5 SP

EMP: Designed to knock out electronic systems this version is very effective against Synthetics.

Cost: 15 SP

Fragmentation: Made to hurl shrapnel in all directions.
Cost: 10 SP

Prismatic: Smoke enhanced with reflective particles that disrupt laser fire.
Cost: 5 SP

Smoke: Billows obfuscating gas through the air.
Cost: 5 SP

Machinegun

This is the man-portable version of a machinegun used for squad support or to create a beaten zone of fire to discourage enemy activity.
Cost: 55 SP

Rocket Launcher

While there are many variations of this device the basic principle is a tube that fires an explosive projectile.
Cost: 100 SP

Sniper Rifle

This gun is a large-caliber Longarm capable of hitting targets up to a mile or more.
Cost: 60 SP

Artifact Weapons

Blaster Cannon, Pistol, and Rifle

Using a focused beam of hypersonic energy this Weapon strips flesh from bone and shatters inorganic materials. Each type varies in its range, rate of fire, and damage output.

Bonded Blade

This blade's edge has been bonded on the molecular level to provide superior sharpness.

Devastator Pistol

The beam from this gun causes horrendous destruction to flesh and circuits alike.

It is rightly feared by those who covet its power.

Energy Baton

This bludgeon is wreathed in a powerful energy field that amplifies its lethality in combat.

Fusion Rifle

The ultimate in man-portable combat arms, this gun creates a fusion reaction that is channeled down the barrel to incinerate its target with the heat of a sun.

Gauss Pistol, Rifle, and Submachinegun

This family of guns fire a small-caliber, high-velocity round with an armor-piercing core by using a magnetic field to accelerate the bullet and impart spin.

Gravity Gauntlet

A gravity enhancer has been incorporated into this battle gauntlet to increase the force of its strikes.

Laser Cannon, Pistol, and Rifle

These Weapons all utilize a power cell to concentrate light energy into a destructive beam. Some versions of this Weapon family use x-ray laser technology to bypass traditional laser defenses.

Plasma Flamer

Replacing liquid fuel with super-heated plasma, this 'flamethrower' sprays a highly destructive inferno that consumes anything it hits.

Weapons Summary

COMMON WEAPONS

WEAPON	PROFILE	GEAR TRAITS	SP
CLOSE COMBAT			
Bludgeon	1/C/2	Impact	5
Cleaver	1/C/2	Vicious	5
Great Bludgeon	2/C/3	Fatigue, Impact, 2-hands	10
Great Cleaver	2/C/3	Fatigue, 2-hands, Vicious	10

Great Sword	2/C/3	2-hands	10
Grinder	1/C/4	Vicious	20
Knife	0/C/0	Light, Small, Thrown	1
Spear	2/C/1	Thrown	5
Sword	1/C/2	Riposte	5
Unarmed	0/C/0	Unarmed	–
RANGED COMBAT			
Assault Rifle	20/3/4	Longarm, Rapid Fire	40
Auto-Pistol	8/2/2	Rapid Fire, Sidearm, Small	20
Auto-Shotgun	12/3/4	Longarm, Rapid Fire, Scatter	30
Boomstick	5/1/2	Area Burst (1), Impact, Thrown	15
Bow	18/2/3	Fixed Range, Silent, 2-hands	15
Crossbow	18/1/3	Fixed Range, Piercing, Silent, 2-hands	15
Hand Crossbow	8/2/1	Sidearm, Silent, Small	10
Revolver	8/2/2	Reliable, Sidearm, Small	15
Rifle	25/2/4	Longarm	30
Submachinegun	14/3/3	Rapid Fire, Sidearm	30

SCARCE WEAPONS

WEAPON	PROFILE	GEAR TRAITS	SP
Flamethrower	8/1/5	Flamethrower (4), Scarce	85
Grenade Launcher	18/2/4	Grenade (2), Longarm, Scarce, Selective Ammo	40
Grenade, Concussion	0/1/0	Concussion, Grenade (2), Scarce, Thrown	5
Grenade, EMP	0/1/0	EMP, Grenade (2), Scarce, Thrown	15
Grenade, Fragmentation	0/1/4	Grenade (2), Scarce, Thrown	10
Grenade, Prismatic	0/1/0	Grenade (2), Prismatic, Scarce, Thrown	5
Grenade, Smoke	0/1/0	Scarce, Smoke, Thrown	5
Machinegun	25/4/4	Directed Burst (3), Heavy, Longarm, Rapid Fire, Scarce	55
Rocket Launcher	20/1/6	Rocket (4), Scarce	100
Sniper Rifle	35/2/5	Hi-Pen, Longarm, Recoil, Scarce	60

ARTIFACT WEAPONS

WEAPON	PROFILE	GEAR TRAITS	SP
CLOSE COMBAT			
Bonded Blade	1/C/4	Artifact, Riposte, Savage	–
Energy Baton	1/C/4	Artifact, Impact	–
Gravity Gauntlet	0/C/6	Alpha User, Artifact, Brutal, Impact	–

RANGED COMBAT			
Blaster Cannon	24/1/7	Area Burst (3), Artifact, Heavy, Longarm, Recoil, Sonic	–
Blaster Pistol	10/2/5	Artifact, Sidearm, Sonic	–
Blaster Rifle	18/2/6	Artifact, Longarm, Sonic	–
Devastator Pistol	16/2/8	Artifact, Energy, Sidearm	–
Fusion Rifle	20/2/10	Artifact, Heavy, Hi-Energy, Longarm, Recoil	–
Gauss Pistol	16/3/4	Artifact, Gauss, Rapid Fire, Sidearm	–
Gauss Rifle	30/4/5	Artifact, Directed Burst (3), Gauss, Longarm, Rapid Fire	–
Gauss Submachinegun	20/4/4	Artifact, Directed Burst (3), Gauss, Rapid Fire, Sidearm	–
Laser Cannon	50/5/5	Artifact, Directed Burst (4), Energy, Longarm, Rapid Fire	–
Laser Pistol	18/3/4	Artifact, Energy, Sidearm	–
Laser Rifle	48/3/5	Artifact, Energy, Longarm, Rapid Fire	–
Plasma Flamer	6/1/8	Artifact, Flamethrower (3), Portable	–
X-Ray Laser Cannon	50/5/5	Artifact, Directed Burst (4), Energy, Longarm, Rapid Fire, X-Ray	–
X-Ray Laser Pistol	18/3/4	Artifact, Energy, Sidearm, X-Ray	–
X-Ray Laser Rifle	48/3/5	Artifact, Energy, Longarm, Rapid Fire, X-Ray	–

Equipment Descriptions

Common Equipment

Climbing Rig

This is a general term for any combination of devices and rope that assists in climbing sheer surfaces. The model with this Gear should have some kind of rope and/or harness modeled on the figure proper. When making Terrain Checks for the Climb Action this model gains a +3 CBT Rating bonus.

Cost: 5 SP

Extra Rations

Nothing improves morale and fitness like an abundance of good quality food or a full fuel cell, depending on how they swing. Extra Rations must be purchased for all models in a Crew. If this has been done, then this Crew's Player gains one extra Break that can be used Once per Game. Extra Rations only work for one game at a Supply Point cost of 5 points per model in the Crew. They can only be purchased if the Crew does not have any at that time and may not be purchased in multiples.

Cost: 5 SP/each model

FREELANCERS

Gas Mask

This piece of Gear comes in many forms and is useful in filtering out dangerous fumes and gases. A model using this Gear gains a +3 CON Rating bonus when making a Resistance Check against an Attack bearing the Gas Source Trait.

Cost: 10 SP

Ruck Sack

Scrappers tend to use some fashion of backpack, bag, or satchel to carry their extra food, equipment, and loot. The Ruck Sack represents these various items. Some form of back pack, large sack, or satchel must be modeled on the miniature for this Gear to be purchased. A model with a Ruck Sack increases its Encumbrance limit by +1 piece of Gear.

Cost: 2 SP

Tactical Harness

A model with a Tactical Harness increases his Encumbrance allowance by +1 piece of Gear and gets a +1CBT Rating bonus on any Terrain Check for the Climb Action.

Cost: 5 SP

Tool Kit

A Tool Kit grants a +1 CMD Rating bonus to any Gear Check this model makes.

Cost: 10 SP

Scarce Equipment

Comm Unit

A Commander model with a Comm Unit can extend its Command Radius to anywhere on the tabletop for any of its Crew members who also have purchased this Gear. All conditions for using a Command Radius still apply, they just have increased range.

Cost: 10 SP/model

Extra Ammo

Running out of ammunition is never a good thing. Scrappers sent on special

missions often take greater than normal amounts of ammo to compensate for a lack of access to their normal supply chain. A model can use its Extra Ammo to automatically pass a Weapon Gear Check for a Longarm or Sidearm. This is usable only Once per Game and must be purchased between games as normal. A model may only have one piece of Extra Ammo Gear at one time.

Cost: 15 SP

Hot-Suit

Designed to protect its wearer from the worst radiation, chemical, or biological attack this suit grants the model the Immune (Gas, Poison, Radiation) Trait.

Cost: 20 SP

Laser Sight

A Laser Sight is purchased for a Sidearm or Longarm. It grants a +1 bonus to the user's CBT Rating when making Ranged Combat Attacks at up to Effective Range for the Weapon.

Cost: 15 SP

Scope

A model may purchase a Scope for any Longarm he has, as long as the Scope is modeled on the Longarm. When executing a Take Aim Action with a Scope, this model may use his Weapon's Effective Range or 20" whichever is farther, for determining the Long Range penalty of CBT/2.

Cost: 25 SP

Artifact Equipment

Auto-Doc

One of the greatest pieces of surviving Ancient technology, an Automatic Doctor is a self-contained, non-networked robotic physician capsule that will diagnose and treat any organic lifeform placed within. This Gear is part of the Crew's Stash and may only be used by True Human models. In the After Action Report the Auto-Doc aids in healing injured members of the Crew. When making the Random Check on the Trauma Table, this Artifact lets the Wounded model's Player roll 2d10 and take the result of his choosing. This may not be re-rolled by any means.

Auto-Fac

The Holy Grail of Ancient tech is the Automated Factory, or Auto-Fac. This automaton can replicate any item imagined by turning ordinary matter into compatible supplies. A Crew will add this Artifact to its Crew Stash. Once per After Action Report, before any Scarce Gear Checks are made or Scrap Tokens are sold, the Crew's Commander appoints one model from the Crew to make a Gear Check. The opposed roll Difficulty is based on the Artifact's Condition.

If the Gear Check is passed then the Crew may either have Extra Rations for all members in the next Game, or may generate Extra Ammo to give to a number of models equal to the Condition of the Artifact. Good Condition produces 3 Extra Ammo Gear pieces that the Player may either put in the Crew's Stash or assign to its members that can use it. An Auto-Fac in Fair Condition produces 2 Extra Ammo Gear, and one in Poor Condition only produces 1. This type of Extra Ammo will apply to any type of Ranged Weapon whether Common, Scarce, or Artifact.

Bio-Scanner

When attempting to Detect enemy models in Ambush, this model's Detection range is 3x its CBT Rating in inches. This does not increase if the enemy in Ambush is a Synthetic Lifeform.

Crash-Pack

When this model is first Wounded during a Game, this Artifact triggers and the model ignores the Wounded result turning it into a No Effect result instead. If the model ends the Game without being further Wounded, it will still need to make a Trauma Check in the After Action Report. One use only. Non-Android Alpha User only.

Grav-Compactor

Used in Ancient times as a rapid method of sanitation containment, this hand held device uses a high gravity field to attract any debris or personnel to its shielded micro-singularity.

As its Action, a model with this Artifact may Move up to 3" and throw the device to any open spot not occupied by models or Terrain that is within a number of inches equal to the model's base CON Rating. Or it may throw the device first

and then Move up to 3".

Once this has been done, the controlling Player places a 1" diameter Grav Token on the desired spot within Range. All models within 3" of the Grav Token are immediately moved into base contact with the Token. This is in a straight line by the most direct route. If any other models are already in contact with the Grav Token and there is no clear direct route to the Token, then move the models into base contact. This does not allow them to become Engaged as they are pinned together by the high gravity field.

Any Active models in that area lose their Action Token and all models drawn into the field are subject to the Heavy Trait while trapped within this area.

The effect of this device may persist in subsequent Turns based on the condition of the Artifact. In the SitRep Phase of the next Turn, after any Rout Checks have been made, the Players make a Random Check. If this Artifact's condition is Good then the Random Check result must be 7+ for this effect to stop. If the condition is Fair the result of 5+ will end this effect. And if the condition of this item is Poor then a 3+ result will end the effect.

If the effect persists after this Random Check, then the Players will need to repeat this every Turn until the effect ends. In subsequent Turns if this effect persists, any Ready models within the area of effect may be Ordered an Action Token, but may only use it to execute a Move Action to get out of the field in a straight line directly away from the Grav Token, as if fleeing from a source of Panic.

Any models that Move within the area of effect are immediately moved to the Grav Token as described above.

This Artifact is a single use item and is removed from the model's Gear once used.

No-Rad Dose

This is an anti-radiation serum which removes all RADS from one model's entry on the Crew Manifest. May be used at any time. One use only. Non-Synthetic models only.

Rad-Scanner

A model equipped with this Gear will detect a Radiation Event prior to it being triggered. This allows the model to make both Players re-roll the Event. If it is another Radiation Event, then that must be used normally.

Stim Dose

This medical stimulant energizes the user and allows them to return to the fight temporarily. If a model has this Artifact and is Ready, then it may use this dose to Order an Action Token to itself. This is removed from the Crew Manifest once used.

Equipment Summary

EQUIPMENT

EQUIPMENT TYPE	GEAR TRAITS	SP
COMMON EQUIPMENT		
Climbing Rig	Light	5
Extra Rations	Light, Small	5/per
Gas Mask	Light, Small	10
Ruck Sack	Light	2
Tactical Harness	Light	5
Tool Kit	Light, Small	10
SCARCE EQUIPMENT		
Comm Unit	Light, Scarce, Small	10/per
Extra Ammo	Scarce, Small	15
Hot-Suit	Scarce, Small	20
Laser Sight	Light, Scarce	15
Scope	Light, Scarce	25
ARTIFACT EQUIPMENT		
Auto-Doc	Artifact	–
Auto-Fac	Artifact	–
Bio-Scanner	Artifact, Light, Small	–
Crash-Pack	Alpha User, Artifact, Light, Small	–
Grav-Compactor	Artifact, Light, Small	–
No-Rad Dose	Artifact, Light, Small	–
Rad-Scanner	Artifact, Light, Small	–
Stim Dose	Artifact, Light, Small	–

THE RELIQUARIANS: BUILDING A SAMPLE

SCRAPPER CREW

Before Players can start a game of Scrappers, each needs to 'build' or 'recruit' a Scrapper Crew. This is a step-by-step process that is done for each miniature on the Crew.

For this example of Crew building, Phil will build a brand-new Scrapper Crew, and get them ready for their first run into the Omega Zones.

Consulting the Crew Organization Table, Phil sees that his Crew must have a minimum of 3 models and no more than 15. He must include 1 Commander and can recruit 0–2 Veterans and any number of Troopers. So, armed with his starting pool of 750 Supply Points, Phil starts assembling his force.

Choose a Faction

Phil chooses to make a Freelancer Scrapper Crew. He likes the idea of a team that goes after high-value relics of the past that may not have much practical function but that will fetch a high price, such as Ancient art or cultural effects. He decides to call his Crew 'The Reliquarians', and places them in the charge of their Commander, Anton Jaeger. Naming models and giving them a backstory does nothing mechanically, but it does enhance the overall Player experience.

By choosing the Freelancer Faction, Phil can choose to recruit an additional Veteran model (0–3) instead of the usual 0–2, and will also be able to start the Campaign with 0–2 Scarce pieces of Gear.

Choose Model Types and Lifeforms

Starting with his Commander, Phil decides he will build Anton as a True Human Lifeform. He notes this on his Crew Manifest. After he finishes purchasing Anton's Ratings, Traits, and Gear he will then move on to his next model of choice and go through the same steps for each model until he runs out of Supply Points. If he doesn't use his entire starting SP allowance, then the remaining points go into his Crew's bank of unspent SP.

Anton's Ratings, Traits, & Gear

Next, Phil will buy Anton's Ratings. He wants a capable Commander in all three areas. Since this model is a Commander his Maximum Rating to start is 6. Phil

buys a 5 Combat Rating for 15 SP, a 6 Command Rating for 18 SP, and a 5 Constitution Rating for 13 SP. Anton's Ratings are filled in on the Crew Manifest as CBT 5, CMD 6, CON 5, and the combined total of 46 SP is subtracted from his 750 starting amount.

Next up are Jaeger's Trait options. As the Commander of the Reliquarians, Anton Jaeger automatically gets the Commander Trait for free, but it does take up one of his 3 Trait Slots. Phil wants to buy a couple of Traits for Anton, and since he is a True Human those Traits can come from the Core and Champion Trait lists. As the Crew is a Freelancer Faction, Phil may also choose from the Freelancer Faction Trait list. After reviewing the available Traits, Phil buys Weapon Expert (Longarms) for 15 SP and Dauntless+1 for 5 SP. This fills up all of Anton Jaeger's Starting Trait Slots. In future, Phil will be able to use any of Anton's Experience Points to buy up higher Ratings and/or Traits.

Finally, Phil looks at the model he picked for Anton and buys the Gear he'll need to survive the dangers of the Omega Zones. The figurine has a longarm rifle of some type, a sword, and some kind of body armor. Phil buys Anton a Tac-Suit for protection at 20 SP, a Sword for 5 SP and an Assault Rifle for 40 SP. The model does not have any type of head gear other than a cloth beret, so Phil cannot buy Anton a Helmet because that would break the What You See Is What You Get rule. Phil also buys a piece of Scarce Gear for Anton in the form of Extra Ammo for 15 SP.

Models by Micro Art Studios, Reaper, C-P Models, Anvil Industries, Wargame Tournaments, Spartan Games, Systema Gaming and Armorcast.

Adding all of the Supply Points up for Anton Jaeger, Phil will subtract 146 SP from his 750, leaving 604 SP with which to buy his remaining Crew. Phil checks the Encumbrance limit Anton has (5) and compares it to the Gear he purchased. The Tac-Suit (1), Sword (1), Assault Rifle (1), and Extra Ammo (1) all add up to 4 pieces of Gear. This leaves Anton with 1 remaining Encumbrance to use for either carrying Scrap during a Game or for another piece of Gear acquired later in the Campaign.

Wash, Rinse, Repeat

Now that the mandatory Commander model has been purchased and logged on his Crew Manifest, Phil will move on to his next model. He decides to recruit his Crew's first Veteran and chooses the Mutant (Bruiser) Lifeform Type. He names this model Hank the Tank and buys his Ratings. Since this is a Veteran model type the starting Maximum Rating is 5. So, Phil buys Hank a CBT 5, CMD 4, CON 5 Ratings Profile for a total of 36 SP.

Next Phil consults the Core, Mutation, and Freelancers Trait lists to see what

Traits he can buy for Hank. He wants to capitalize on Hank's ability to have Mutations and buys him the Gammahide+1 and Brute Mutation Traits for a total of 25 SP.

For Gear, Phil uses his second Scarce Gear feature from his Freelancer Faction and buys a Machinegun for Hank the Tank. He then adds a Scrap Metal Armor, a Great Cleaver, and a Helmet for a total of 110 SP.

Phil adds up Hank's Ratings, Traits, and Gear costs which total 171 SP. Subtracting this from his 604 remaining SP drop the total to 433 SP.

Phil looks at the Gear on Hank and totals up the Encumbrance. The Scrap Metal Armor and Machinegun are Heavy and count as 2 pieces of Gear each. However, since the Bruiser Mutant Genotype allows Hank to negate the Heavy and Fatigue Traits on his Gear, those two items will only count as one Encumbrance each. Since the Helmet Gear is Light it does not count as a piece of Gear for determining Encumbrance. Hank the Tank's total Encumbrance is 3 out of a maximum of 6 leaving him plenty of room to carry Scrap Tokens.

Remaining Models

Phil has two models built for his Scrapper Crew and 433 Supply Points remaining. He must have a minimum of 3 models on his starting Crew, but experience has taught him he should have a good number of additional bodies to help with his Rout Check threshold and also to be able to grab as much Scrap as possible to sell later for more Crew and Gear.

Keeping numbers in mind, Phil opts to just buy some Troopers instead of maxing out his available Veterans. He wants a fairly standard build for these Troopers since he will be able to tailor their Ratings and Traits between Games with Experience Points. This will also allow him to adapt his Crew to fight his friends' Crews once they reveal what their guys can do in the first Game of the Campaign.

He wants to make a couple of Synthetic (Worker) models to carry more Scrap Tokens than the rest, and then one or two additional Troopers to round out his Crew. Phil's Freelancer Crew can have any mix of each Lifeform Type limited only by the sub-type restrictions.

He takes 2 Synthetic (Worker) Trooper models with CBT 3, CMD 2, CON 4 for 16 SP. He gives them both the Mobility Upgrade (Roller) Structural Traits for 15 SP apiece. He then buys them each a Submachinegun and Piece Metal Armor

for 40 SP each. Each model costs 71 SP. He names the two Synthetics Cargobot-X2 and Cargobot-X43.

Subtracting both from his remaining balance, Phil sees he has 291 SP to use for his last models. He wants to start the Game with 7 members on his Crew so he divides the remaining 291 by 3 and gets 97 SP to spend on each one.

He decides that they are all TruMan. He gives them a CBT 4, CMD 3, CON 4 Ratings Profile for 22 SP each. He buys them the Marksman+1 Core Trait for 5 SP each and equips them each with a Tac-Suit, Helmet, Knife, Gas Mask, Ruck Sack, and Submachinegun for a total per model of 68 SP. This brings the cost for each model to 95 SP. He names them Bruce Was'ton, Dane of Vol, and Gritz Hammond. Since their Tac-Suits and SMG's are the only Gear that isn't Light, each Trooper has an Encumbrance of 2 leaving each with room for a couple of Scrap Tokens.

Phil adds up all of the spent Supply Points on his Crew and totals 744 Supply Points. The leftover 6 SP are noted in the Crew's Stash, and the Crew's initial Reputation (REP) is calculated. REP equals the total SP cost of the crew, so at this stage, the REP of The Reliquarians is 744. The finished Crew Manifest looks like this:

THE RELIQUARIANS

FACTION	Freelancers
CREW STASH	6 SP
REP	744

NAME	LIFEFORM		TYPE		
Anton Jaeger	True Human		Commander		
RATINGS	CBT	CMD	CON	ARM	
	5	6	5	3	
TRAITS	Commander, Weapon Expert (Longarms), Dauntless+1				
GEAR	Tac-Suit, Assault Rifle, Sword, Extra Ammo				
ENCUMBRANCE	4/5	SP COST	146	RADS	

NAME	LIFEFORM		TYPE	
Hank the Tank	Mutant (Bruiser)		Veteran	
RATINGS	CBT	CMD	CON	ARM
	5	4	5	4
TRAITS	Brute, Gammahide+1			

GEAR	Scrap Metal Armor, Machinegun, Great Cleaver, Helmet				
ENCUMBRANCE	3/6	SP COST	171	RADS	

NAME	LIFEFORM		TYPE		
Cargobot-X2	Synthetic (Worker)		Trooper		
RATINGS	CBT	CMD	CON	ARM	
	3	2	4	2	
TRAITS	Mobility Upgrade (Roller)				
GEAR	Piece Metal Armor, Submachinegun				
ENCUMBRANCE	2/7	SP COST	71	RADS	

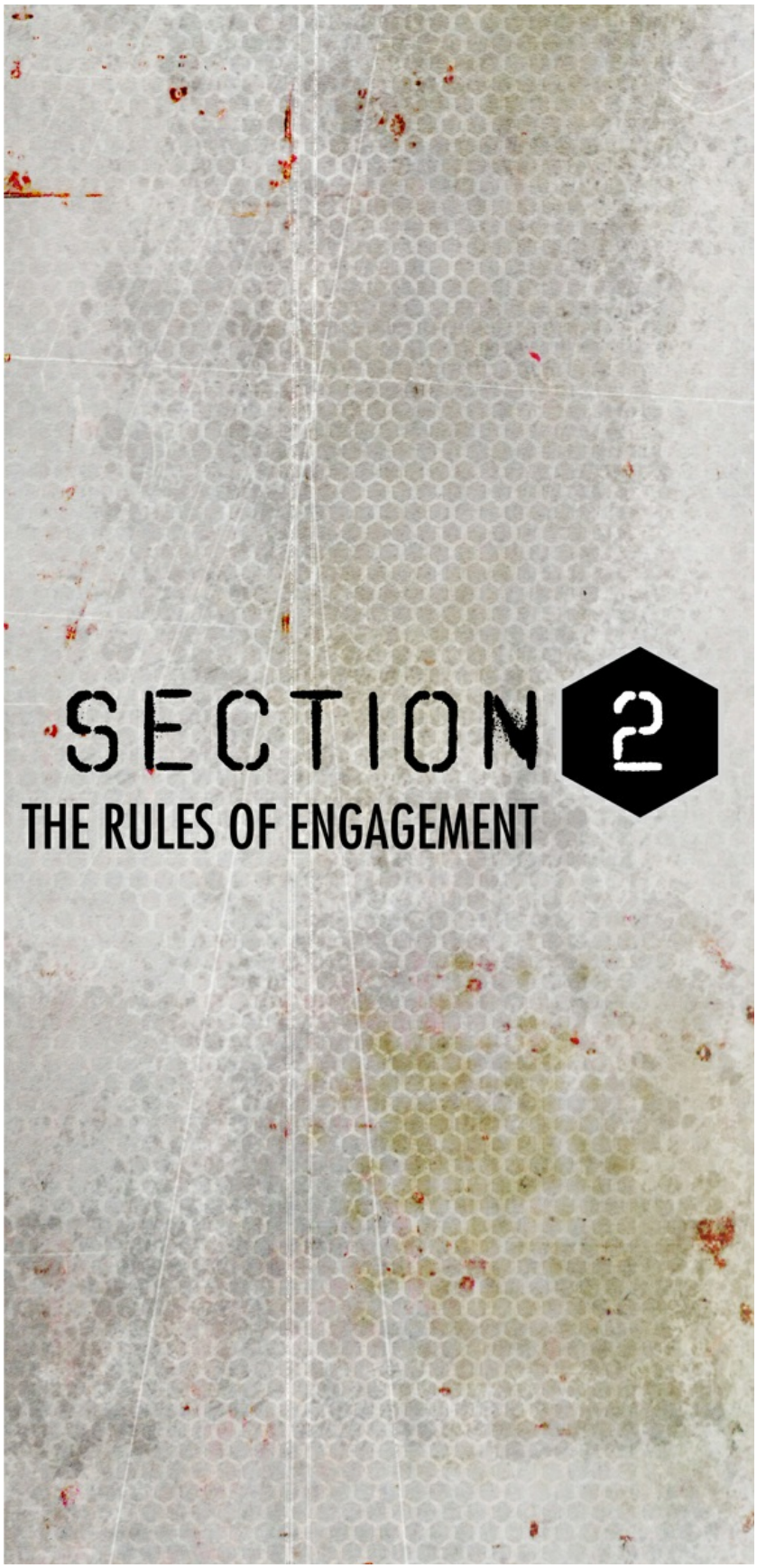
NAME	LIFEFORM		TYPE		
Cargobot-X43	Synthetic (Worker)		Trooper		
RATINGS	CBT	CMD	CON	ARM	
	3	2	4	2	
TRAITS	Mobility Upgrade (Roller)				
GEAR	Piece Metal Armor, Submachinegun				
ENCUMBRANCE	2/7	SP COST	71	RADS	

NAME	LIFEFORM		TYPE		
Bruce Was'ton	True Human		Trooper		
RATINGS	CBT	CMD	CON	ARM	
	4	3	4	3	
TRAITS	Marksman+1				
GEAR	Tac-Suit, Helmet, Gas Mask, Knife, Ruck Sack, Submachinegun				
ENCUMBRANCE	2/4	SP COST	95	RADS	

NAME	LIFEFORM		TYPE		
Dane of Vol	True Human		Trooper		
RATINGS	CBT	CMD	CON	ARM	
	4	3	4	3	
TRAITS	Marksman+1				
GEAR	Tac-Suit, Helmet, Gas Mask, Knife, Ruck Sack, Submachinegun				
ENCUMBRANCE	2/4	SP COST	95	RADS	

NAME	LIFEFORM		TYPE		
Gritz Hammond	True Human		Trooper		
RATINGS	CBT	CMD	CON	ARM	
	4	3	4	3	

TRAITS	Marksman+1				
GEAR	Tac-Suit, Helmet, Gas Mask, Knife, Ruck Sack, Submachinegun				
ENCUMBRANCE	2/4	SP COST	95	RADS	


SECTION 2
THE RULES OF ENGAGEMENT

THE TURN SEQUENCE

In *Scrappers*, each 'Turn' of the game will have three Phases that help keep the game going in an orderly fashion. Both Players participate in each Phase, but at different times.

The three Phases in order of sequence are SitRep, Orders, and Action. Both Players work through each phase completely before moving on to the next. Once all three phases have been completed, the Turn ends and another Turn will begin. The Players then repeat the process until victory conditions have been met.

THE SITREP PHASE

The first phase of each Turn is the Situation Report, or SitRep Phase. This is the period when certain game states are checked. These states are checked and resolved in the following order:

1. Rout Checks
2. Panic Checks
3. Random Movement
4. Recover Shocked Models

When all sub-steps are completed, this Phase ends.

Rout Checks

At the start of the SitRep phase, any Player who has had 25% or more of his starting number of models Wounded or removed from play, must take a Rout Check.

Rout Checks are made by the Commander of the Crew required to make the Check. The number of models Wounded for that Crew is added to the opposed d10 roll for calculating the final result of the Check.

For example, if a Crew of 8 models had 3 Wounded and out of the game at the start of a SitRep Phase, then the Commander of that Crew would need to pass a Rout Check for his team to stay in the game. The controlling Player rolls his d10 and adds his Commander's CMD Rating to the roll for his total Check result. The opposing Player would count the number of Wounded models from the

controlling Player's Crew, which for this example is 3 models, and add that number to the d10 roll for the opposed Check result.

If the Rout Check is passed, then the Crew stays in the game. If it is failed, then that Crew has lost the game and play ends.

Commander Status

In order for a Crew's Commander model to be able to use its CMD Rating for a Rout Check it must be Ready. If it is Shocked, Broken, or Wounded then it cannot make the Check.

If the Commander is not able to make the Rout Check then that Player only rolls a d10 for the Check.

Models by Pig Iron, Micro Art Studios, Systema Gaming and Wargames Tournaments.

Multiple Rout Checks

Sometimes both Players will be required to make a Rout Check. When this happens, make the Checks as noted above, starting with the Player who had the Edge last Turn. Once this is done the other Player makes his Rout Check.

If both Players pass their Rout Checks, then the game continues normally. If both Players fail their Rout Checks, then the game ends in a Draw.

If one passes and one fails, then the game ends with the passing Player declared

as the Winner.

Panic Checks

This sub-step looks for any models that are subject to making a Panic from Outnumbered Check. The Player who had the Edge last Turn makes his Checks first, followed by the Player who had the Break last Turn.

Once all Panic from Outnumbered Checks have been made, any models who failed their Checks are then subject to Random Movement as noted below.

Random Movement

Models that are subject to Random Movement are no longer directly controlled by their owning Player. They will move about the battlefield in an erratic and sporadic manner.

A number of game states can cause a model to move randomly. Of them, the most common will be the failure of a Panic Check.

Random Movement is determined by the Players making a Random Check and its result is the distance Moved. The direction of that Movement is determined by whatever caused the Random Movement to occur as further describe in the Panic Checks section.

Broken Models

Broken models move a random number of inches in the Random Movement sub-step of the SitRep Phase. Starting with the Player that had the Edge last turn, alternately resolve the Random Movement for each model that is Broken. Do this until both Players have moved all of their Broken Models.

Random Movement and Terrain

Due to the mad scramble that comes from being Broken, a model executing Random Movement ignores the penalties associated with all Terrain, except for Impassable Ground and Obstacles. Broken models will move around Impassable Ground and Obstacles by the most direct route.

Recover Shocked Models

In this sub-step, each Player will Recover his Shocked models to the Ready

condition.

Recovery happens automatically, and is mandatory. Each Player must finish Recovering his models before the next Phase can begin.

Wounded models have already been removed from play and cannot be Recovered.

THE ORDERS PHASE

The Orders Phase is where Players determine who has the initiative, or Edge, and who has the interrupt, or Break, for the Turn. This Phase is used to grant Action Tokens to models to be executed in the Action Phase.

The Orders Phase has the following sub-steps:

1. Strategy Check
2. Generate Tactical Pools
3. Order Actions

The Strategy Check

Both Players use their Commander models for the Strategy Check. A Player's Commander must be Ready to use his CMD Rating for the Check. If either Commander model is Shocked, Broken, or Wounded he may not be used.

If no Commander is Ready and able to make the Strategy Check, then that Crew's Player only rolls a single d10 with no other modifiers for his result.

Strategy Check Results

Once both Players have made their Strategy Checks, the results are compared. If there is a tie in the total scores, re-roll the Strategy Check if it is the first Turn of the game. If it is a subsequent Turn and there is a tie in the final scores, then the Player who had The Break last Turn gets The Edge this Turn.

If one Player scores higher on his Strategy Check than the other, he gets The Edge for this Turn and the opposing Player gets The Break. Give the Player with The Break a Break Token of some sort to show that he has an interrupt available for the Turn. When he uses The Break he hands the Token back to the Player with The Edge. This keeps track of who has The Edge and when The Break was used.

Also, if a Player had The Edge two consecutive Turns in a row, then the other Player automatically gets The Edge at the start of the next Turn's Orders phase.

Generate Tactical Pools

After the Strategy Check, Players generate their Tactical Pools. A Tactical Pool is merely the collection of a Player's available Action Tokens in one place so each Player may order them to their own models. This Tactical Pool is created at the start of the game and remains constant throughout except where noted below. If a Crew's Commander is Wounded and removed from play, the Crew still gets their starting number of Action Tokens in their Tactical Pool unless reduced as noted below.

To generate the initial Tactical Pool, place a number of Action Tokens on the board equal to your Commander model's full CMD Rating.

During this sub-step, the Player with The Edge adds +3 Action Tokens to his Tactical Pool for use this Turn.

If a Player has more Action Tokens in his Tactical Pool than the number of models he currently has on the board, remove the excess Action Tokens.

Order Actions

The Player with The Edge gets to decide whether he or his opponent will begin placing Action Tokens on models.

Once this has been decided, the Player who will start takes a single Action Token from his Tactical Pool and places it next to one of his Ready models regardless of where they are on the game table.

After that Player places an Action Token, his opponent places one next to one of his Ready models. Players will then alternate the placement of Action Tokens one at a time until all Tokens are placed next to their own Ready models. A model may only be Ordered a single Action Token in this manner.

If one Player has fewer Tokens to place from his Tactical Pool, then once he has placed his last Token, the other Player may simply place all of his remaining Tokens. If both Players have a number of Tokens in their Tactical Pools equal to the remaining number of models in their respective forces, then both Players place all of their Tokens simultaneously.

THE ACTION PHASE

Unlike previous Phases, the Action Phase has one sub-step: Execute Actions. However, before this can be done, the Player with The Edge must first decide whether he will start the execution process, or have his opponent start.

Players go back and forth each executing one Action then passing back to the other. Once all Actions on the board have been executed, the Action Phase ends.

If one Player finishes executing all of his Actions and the other Player still has Actions to execute, the Player with Actions remaining may execute these in any order he chooses and does so before the Turn is completed, following the normal declaration and execution process.

The Edge

The Edge represents the initiative or advantage your Commander has over his opponent's forces during that Turn.

In addition to adding +3 Action Tokens to his Tactical Pool, the Player with The Edge gets to execute his first Action in a Turn without checking for a Break.

The Break

The Break represents the sudden interruptions or simultaneous events that can occur during a skirmish.

The Break is only used during the Action Phase to interrupt the Primary Player's declared Action. A model may only execute one Break Action per Turn. If a Secondary Player has additional Break Tokens to use in the same Turn he may do so, but only with models who have not already declared a Break Action.

If a model declares an Action and there is a Break, when the Breaking Player asks if there is a Break during his declaration, the original model interrupted may not execute a Break back. A different model from that Player's Crew would need to be used to execute the second Break.

Declaring Actions

When a Primary Player wants to execute an Action, he must follow these steps exactly:

1. He must first indicate which of his Active models will be executing an Action.
2. He then must declare the type of Action, for example, Charge, Move, Climb, Standing Fire, etc. and nominate any required target model(s).
3. Next, he asks the Secondary Player if there is a Break.
4. If there is no Break, then the Primary Player removes his model's Action Token and executes the declared Action.
5. If there is a Break in the Action, then this Action halts until the Break is executed. Leave the Action Token on the declaring model and resolve the Break Action immediately.

Executing the Break Action

A Break Action is declared and executed exactly like a normal Action. The only difference is that it comes as an interrupt to the other Player's attempt at executing

an Action.

Since it ascribes to the normal Action rules, a Break Action can be interrupted by a Break Action from the opposing Player's Crew.

Models by Pig Iron, Reaper, C-P Models, Spartan Games, Wargames Tournaments and Armorcast.

Once all Break Actions have been executed, the Primary Player whose model was first interrupted by a Break may now declare any Action it can legally execute for that model. It does not have to declare the same Action as it did prior to the Break.

Executing Actions

Each Action describes what the model can do in play.

It should be noted that each Action is executed to completion before any other Actions can be declared. If an Action has multiple steps, all are completed before the whole Action is considered fully executed.

Forfeiting an Action

If a Player has Priority but does not want to do anything with his models, he may

Forfeit his Action by removing an Action Token from a model and declaring that he is Forfeiting. Priority immediately passes back to his opponent. No break is checked for when a Forfeit is declared.

Models Engaged in Close Combat must first pass a CMD Difficulty (5) Check before they can Forfeit their Action.

Play resumes normally with the passing of Priority after a Forfeit. If the Player that executed a Forfeit receives Priority again that Turn, and has Active models, he may declare Actions with them or Forfeit, whichever he chooses.

A Player may Forfeit multiple times during a Turn as he sees fit. However, if a Player forfeits all of his Actions in a single Action phase, then he Forfeits the entire game and loses!

Types of Actions

There are two categories of Actions: Standard and Combat. Standard Actions do not involve attacking opposing models, while Combat Actions are attempting to do that very thing.

Standard Actions

Move

All models have a Move distance of 6". This distance may be increased by a Lifeform type, Trait, or Gear. If it is increased, then it applies to any Move component found in Actions that include Movement.

No model may Move through another model. There must be sufficient space to clear all bases and Terrain features.

Hustle

This is a Move Action that adds +4" to the model's Move distance. It cannot be used if the model is subject to the Heavy Trait. Models may not Hustle into Difficult or Impassable Ground.

Ambush

An Ambush Action is a normal Move Action that allows a model to hide from sight. To do this the model must end its Move within 1" of Terrain that provides it Concealment from all enemy models.

A model using this Action cannot be seen by enemy models and cannot be

targeted while remaining in Ambush.

Models in Ambush remain so until one or more of the following takes effect:

- The controlling Player decides to Move the model out of Ambush or executes any other Action other than to Forfeit;
- The model in Ambush no longer has Concealment from all enemy models;
- If an enemy model comes within its base CBT Rating in inches to the model in Ambush then it is detected and is no longer in Ambush.

When a model in Ambush is detected, it still gets any Concealment and Cover against the model that detected it until the detecting model has executed its Action completely.

Climb

A Climb Check is a type of Terrain Check that lets a model scale up or down a vertical surface that is greater than 2" in height or depth. The Terrain Chapter explains how to execute a Climb Action.

Jump

When a model needs to cross a gap on the battlefield that is greater than 1", it will need to execute a Jump Check. This is also a type of Terrain Check covered later in that chapter.

Models by Reaper, Micro Art Studios, Systema Gaming, Wargame Tournaments and Sarissa.

Steady

When a model is Broken as a result of Panic, it will continue to flee the game board during the Random Movement sub-step of the SitRep Phase. In order to stop this model from fleeing off the table, a Player must execute a Steady Action with that model. Once done, the model is no longer Broken, and may Move up to 3" toward the nearest Concealment or Cover it can find.

Combat Actions

While Standard Actions are rather straightforward, Combat Actions have additional rules that determine how they are executed. The Combat Rules section that follows covers all of these circumstances.

Whenever a Combat Action is declared, the Priority Player must also state which Weapon will be used for its Attack Check in Close Combat, the Secondary Player must also state which Weapon his Defender will use when making its Defense Check.

Mobile Fire

Taking this Ranged Combat Action allows the model to either make a normal Move and then shoot its Ranged Attack, or shoot its Ranged Attack and then make a normal Move. Either way, the Ranged Weapon Attack will suffer a Rate of Fire/2 penalty.

Unlike other Combat Actions, if the model executing a Mobile Fire Action cannot draw a LoS to its intended target at the declaration of this Action then it must declare a target once it has finished its Move component of this Action.

Standing Fire

Executing a Standing Fire Action allows the model to sacrifice mobility for an increased amount of shots. This model may not Move, but can use its Weapon's full Rate of Fire for the Ranged Combat Attack.

Take Aim

The model is spending his whole Action taking careful aim on a single target with a Ranged Combat Attack. His Weapon's Rate of Fire is reduced to 1 and he gets a +3 bonus to his CBT Rating for this Ranged Attack.

Charge

This Action is how models become Engaged in Close Combat. A Charge Action allows the model to move up to its normal Move distance and make its full number of Base Close Combat Attacks at a +1 CBT Rating bonus.

All Charge Actions follow a straight line to the target model being Charged. The model Charging must take the most direct route possible; it cannot deviate from the straight line Charge.

If a model cannot make a straight line Charge to the target model, then the Charge cannot be declared.

If the Charging model does not have sufficient Movement to cover the distance to come within 1" of the target model, then the Charge cannot complete and the model is Moved the full distance and stops, ending his Action.

Stand and Fight

This Action can only be taken by a model Engaged in Close Combat. The model does not Move and gets to make its full number of Close Combat Attacks against a single Engaged enemy model.

Disengage

This Action is an attempt made by the model to withdraw from Close Combat in good order and without opening itself up to a free Counter Attack from the enemy.

The Primary Player rolls a d10 and adds the model's full modified CBT Rating for a total result. The Secondary Player takes the highest modified CBT Rating amongst his Engaged models, and adds a +1 bonus for each of his additional models also Engaged. This number is added to a d10 roll for the opposed result.

Both Players compare their results. If this model passed its Disengage Check, then it moves out of Close Combat in any direction that moves it away from the models it was Engaged with, up to its Move distance.

If this model does not pass its Disengage Check, then its Action ends immediately and it remains in Close Combat.

If this model's Disengage Check failed by more than its unmodified CBT Rating, then it receives a Counter-Attack from the enemy model that was used for the opposed roll.

COMBAT RULES

The following are the rules for executing combat Attack Actions, whether for Ranged or Close Combat.

1. Choose an Active friendly model and declare the type of Action to be executed (Charge, Standing Fire, etc.) and pick a target model of the Attack.
2. Check for a Break in the Action. If no Break, then proceed to the next step. If there is a Break, then resolve it first.
3. Move to the Attack Step.

THE ATTACK STEP

The model executing the Action becomes the Attacker and the target model becomes the Defender.

The Priority Player (the one who controls the Attacker) will check LoS, Target Priority, and Range to the target model.

Line of Sight

Models in *Scrappers* have a 360° field of view. However, what a model can see is restricted by the Terrain and models on the game board.

A Line of Sight is a direct visual line from the model executing the Action to the target of that Action, whether for shooting or charging into combat. Line of Sight is abbreviated as LoS hereafter.

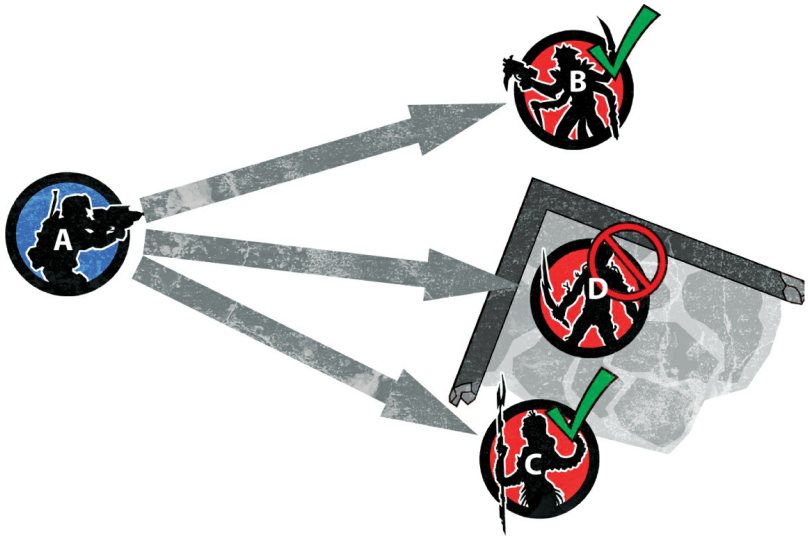
This means that you must draw a LoS from your model's 'eyes', visor, eye-stalk, etc. to the Target's Body Proper, and not from any other part of the model.

A Player may check a LoS any time he desires by stooping over the table. If there are questions about what a model can see, use a string or laser pointer to check the LoS without pre-measuring the distance. A Player may only use a device to check LoS once he has declared a Ranged or Close Combat Action.

LINE OF SIGHT

Model A can draw Line of Sight (LoS) to both Models B and C. Model B is in Open Ground and has no Concealment. Model C is partially obscured by a wall from Model A's current

position, so it is in Model A's LoS but it will gain the benefits of both Concealment and Cover. Model D is completely obscured by the wall, meaning that Model A cannot draw LoS to it at all.



Body Proper

A model's Body Proper includes the entire model and base, plus any Gear that is worn, such as Armor and Shields, and any Weapons that are mounted to the model itself.

If from your model's eye point of view you can draw an uninterrupted line to any part of the target model's Body Proper, you have a LoS.

Weapons that are held in hands/tentacles/appendages are not counted as the model's Body Proper.

BODY PROPER

Target Priority

Models executing a Ranged or Close Combat Action must target the closest enemy

model they have LoS to when declaring their Action.

In both cases enemy models that are Shocked may be ignored for Target Priority purposes.

If there are enemy models equidistant from the Attacking model, then the Priority Player gets to decide which model is the target.

Models Engaged in Close Combat may be ignored for Target Priority purposes.

Also, models Engaged in Close Combat may not be targeted for Ranged Combat Actions.

For Ranged Combat Actions, a closer model with Concealment may be ignored for Target Priority in order to target a model without Concealment that is farther away.

If more than one target enemy model has Concealment, then the Target Priority rules are unchanged.

A model in Concealment and Cover that is closer than another farther enemy model with no Cover may be ignored in favor of models that are easier to target and potentially hit even if they are farther away.

Elevated Position

If the base of a model is 2" or higher than the top of an enemy model's Body Proper then it may ignore Target Priority for Ranged Combat Actions and may target any enemy model to which it can draw a LoS.

TARGET PRIORITY

Model A wishes to declare a Standing Fire Action. Model B has Target Priority over Model C because Model B is closer and neither model benefits from Concealment or Cover.

In this situation, Model A may choose to target Model C rather than Model B because Model B is benefiting from Concealment and Cover, but Model C is not.

Finally, in this scenario, Model A may choose to target Models B, C, or D. Model A may choose to ignore Model B because it is benefiting from both Concealment and Cover. Model A may also choose to ignore Model C because it is currently Shocked.

Range

Once LoS and Target Priority have been determined, the Priority Player may measure the distance between the leading base edge of his Attacker to the nearest base edge of the target Defender.

Once the actual range has been determined the rest of the Action will be resolved as noted hereafter based on whether the Attack was a Ranged or Close Combat Action.

Make Attack and Defense Checks

The next part of the Attack Step is for the Attacker and Defender to apply any modifiers to their CBT Ratings and make their Attack and Defense Checks.

The Attacker rolls his dice, takes the single highest die result and adds his modified CBT Rating to it for his Attack Check result.

The Defender rolls his dice and takes the single highest die result, adding his modified CBT Rating to it for the Defense Check result.

Compare Attack and Defense Results

Both Players now compare their results. If the Attack Check result equals or exceeds the Defense Check result, the Attack succeeds. If the Attacker's result is less than the Defender's result then the Attack failed.

If the Attack Action included a Movement component and that Movement was not done prior to a failed Attack result, complete the Movement before ending the Action.

A successful Attack will move to the next step: the Damage Check.

Damage Bonus

If the Attack Check result exceeded the Defense Check result, then the Attacker has a Damage Bonus. This represents how well the Attacker did in hitting the enemy model in a weak or vulnerable spot.

Each point the Attack Check result exceeds the Defense Check result by is one point of Damage Bonus.

If the Attacker's result equaled the Defender's, then the Attack succeeds but does not confer a Damage Bonus.

The Damage Check

The Damage Check is an opposed roll that determines the degree of injury caused against the Defender by a successful Attack.

The Attacking model takes its Base Damage for the Weapon used, adds any Damage Bonus to this, and combines those numbers with the roll of a d10 for the Damage Check result.

The Defender takes his model's CON Rating, adds any Armor Rating the model has, and combines these numbers with the roll of a d10 for his Resistance Check result.

Determine Injury Results

Both Players now compare the two results. If the Damage Check is less than the

Resistance Check, then the Attack did little damage to the Defender resulting in No Effect.

If the Damage Check result equals or exceeds the Resistance Check result then the Defender becomes Shocked. He has been hurt sufficiently to drop him to the ground. He is Injured and is combat ineffective. If the model was Active when it became Shocked, immediately remove its Action Token.

If the Damage Check result equals or exceeds the Defender's Wound Threshold, then it has been Wounded and is removed from play.

After applying all Damage Check results and resolving any included Movement, the Attack Step ends and Priority passes to the other Player.

Ranged Combat Specific Rules

Range Categories

The first number in the Ranged Weapon Profile, and also the first Range category, is Effective Range. It is the farthest distance in inches that the Weapon may be fired at maximum efficiency for accuracy and damage.

The second Range category is Long Range. A model is firing at Long Range if the distance to the target is over the Effective Range of his Weapon, or 20", whichever is reached first when measuring distance to the target.

Finally, the last range category is Point Blank Range. This is equal to the model's modified CBT Rating or less in inches.

Long Range Maximum Distance

All Weapons can fire at Long Range up to a maximum distance of 5 times the Weapon's Effective Range.

All shots fired at greater than this maximum distance automatically miss.

Rate of Fire

Rate of Fire indicates the number of d10s that a Player will roll when resolving a Ranged Attack with that Weapon. The Player rolls that number of d10s and takes the highest result to determine his Attack Check result against his target.

Ranged Combat Modifiers

There are two basic modifiers that apply to an Attacker executing a Ranged

Combat Action. The first is the Range penalty and the second the Movement penalty.

Long Range Penalty

All Ranged Combat Actions directed toward targets that are at Long range from the firing model are at a CBT/2 penalty.

Movement Penalty

If the shooting model has taken a Mobile Fire Action, then his Weapon's Rate of Fire will suffer for the inaccuracy of firing while moving.

All Ranged Weapons that execute a Mobile Fire Action suffer a RoF/2 penalty that is not reduced below a 1.

GAMMA LORDS

Defending Against Ranged Attacks

Models Defending against a Ranged Attack will either be in the Open or in Concealment. Models in the Open will Defend against a Ranged Attack at their CBT/2 Rating and may only roll a single d10 for their Defense Check.

Models in Concealment defend at their full CBT Rating against Ranged Attacks but still only roll a single d10 for their Defense Check.

Concealment

When an Attacking model draws a LoS to a Defending model, if any part of the target model's Body Proper is obscured by any type of Terrain it gets Concealment. Models never provide Concealment for other models.

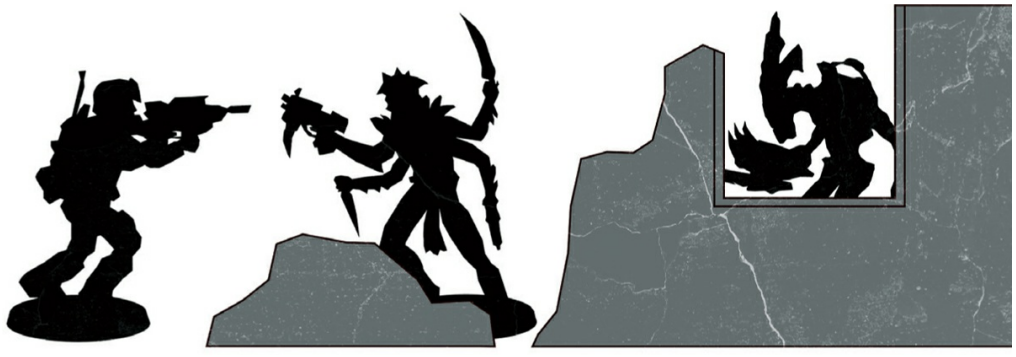
Cover

If a model has Concealment from a piece of Terrain, he may also have Cover. If the Terrain that provides Concealment consists of metal, wood, stone, or other durable materials, and the Defending model is within 1" of that Terrain, he benefits from also having Cover.

Models Engaged in Close Combat never benefit from Cover.

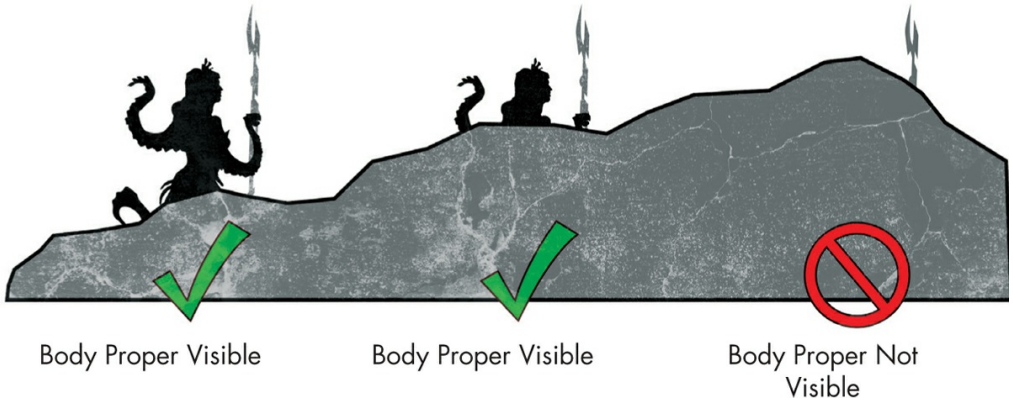
When a Defending model has Cover he gets to roll one extra d10 when making his Defense Check. He uses the single highest result of all dice rolled to calculate his Defense Check result.

CONCEALMENT AND COVER



Open Concealment and Cover Concealment and Cover

BODY PROPER AND COVER



Models by Reaper, Pig Iron, Anvil Industries, C-P Models, Micro Art Studios, Armorcast, Systema Gaming, Secret Weapon Miniatures, Spartan Games and Wargames Tournaments.

Weapon Gear Checks

When non-Artifact Longarms and Sidearms are used in combat, there is a chance that they might jam, break, or run out of ammunition.

Whenever a model is making an Attack Check and rolls a 1 on any of its dice rolled, the owning Player must make an immediate Gear Check for that Weapon. If more than one 1 is rolled, only a single Weapon Check is made. Artifact

Weapons use the Artifact Gear Checks rule instead.

Making the Weapon Gear Check

The Attacking model makes a Weapon Gear Check Difficulty (5). If it passes then the Attack is resolved normally. If it fails, then that Attack fails and the Weapon cannot be used for the remainder of the Game. It may be used normally in the next Game.

Point Blank Shooting

If a Ranged Attacker is within his CBT Rating in inches from his target he is firing at Point Blank Range. The Attacker cannot be within 1" of the target model.

Shots fired Point Blank will negate a target model's Concealment if it has any (see Concealment section above). The target will still benefit from Cover, but will only be CBT/2 for its Defense roll.

Shooting into Close Combat

Attackers cannot target enemy models that are Engaged in Close Combat with friendly models.

Close Combat Specific Rules

Engaged

When a Charging model's base comes within 1" of the target Defending model, both models are said to be Engaged.

Weapon Reach

Each Close Combat Weapon will have a Reach number in the first slot on its Weapon profile where the Effective Range number would be for a Ranged Weapon. This number will range from 0–3, and represents the varying lengths of handheld Weapons. Some Ranged Weapons can be used in Close Combat and have an effective Weapon Reach of 4 when doing so.

When an Attacker successfully Charges a Defender, compare the Weapon Reach number from the first slot on the Weapon Profile for all Engaged combatants. If the numbers are equal, then proceed with the resolution of the

Charge Action normally. If one model has a higher number, the following rules apply:

If the Attacker's Reach number is higher, then he is not At Risk during the resolution of his Charge Action.

If the Defender's Reach number is higher, then the Attacker is at a CBT/2 penalty for his Attack Check against this Defender.

At Risk

Fighting in hand-to-hand combat puts both the Attacker and Defender directly in harm's way. A model executing a Close Combat Action is At Risk unless something removes this condition from it. An At Risk Attacker can be hit by a Counter –Attack from a Defender.

When an At Risk Attacker misses with an Attack, he must check to see if he has opened himself to a Counter-Attack.

If the Attack failed by an amount greater than the Attacker's unmodified CBT Rating, then the Defender gets a Counter-Attack against the Attacker.

Only a model that is Active or Ready at the time he becomes a Defender, may put an Attacker At Risk. Shocked models may not.

Counter-Attacks

If a Counter-Attack occurs, treat it like a normal Damage Check from the Defender against the Attacker. Compare the difference in Attack and Defense Scores for determining any Damage Bonus. If a Damage Bonus occurs its total is divided by two and rounded down. The Damage Check is resolved normally with the Defender making the Check against the Attacker's Resistance Score.

Counter-Attacks are considered to be normal Attacks for all rules purposes.

Only Active or Ready models may Counter-Attack. This is a response to the missed Attack and does not use an Action from the Defender.

Engaged with Multiple Opponents

A model may become Engaged with more than one opposing model. Any time a model is within 1" of two or more enemy models he is Engaged with Multiple Opponents.

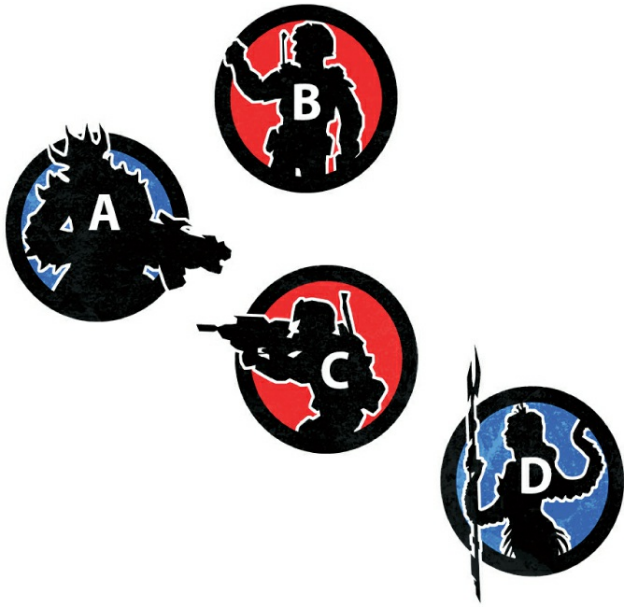
Whenever a model is Engaged with Multiple Opponents, he is at CBT/2 penalty for all Attack and Defense Checks he makes while so Engaged.

Shocked models do not count for multiple Engagement purposes.

When Engaged with Multiple Opponents that have different Conditions, a model must target Attacks against any Ready or Active models before targeting any Shocked opponents still Engaged with the model.

ENGAGED WITH MULTIPLE OPPONENTS

Model A is Engaged with both Models B and C, so it will fight in melee at CBT/2. Model C is Engaged with both Models A and D, so it will also fight at CBT/2. Model B is only Engaged with Model A, so it will fight with its full CBT value. Model D is likewise only engaged with Model C, so it will also fight with its full CBT value.



TERRAIN

Scrappers battles take place in a variety of different landscapes. From ancient ruins and installations found in the Omega Zones to the badlands between settled regions, the effects of Terrain will impact how the game is played.

Open Ground

Open Ground is the term used when describing clear tabletop space. This is any area that has a flat, even, level surface that has no appreciable angle/slope or debris.

In other words, this is ground that does not impede or hinder Movement in any way.

All Actions executed in Open Ground are done at their full effect without any reduction in the distance traversed.

Difficult Ground

Difficult Ground is Terrain that is harder to traverse and will hinder Movement. It varies widely, with the common factor being that models must move carefully through this type of feature.

Types of Difficult Ground

- Hills, steep slopes, mountains
- Water features of any kind
- Ice or snow covered areas
- Muddy, boggy, or marshy areas
- Rubble, broken, or rocky areas
- High grass or reeds, forest/woods, and any entangling vegetation
- Any condition that would slow travel for a model as defined by the Players

Difficult Ground will usually cover an area as opposed to being a singly placed element.

If a model begins its Move outside of Difficult Ground, it may travel its full distance into Difficult Ground. If a model begins its Move wholly or partially within Difficult Ground, then it may only move 3", even if this would bring the model out of the same Difficult Ground where it started.

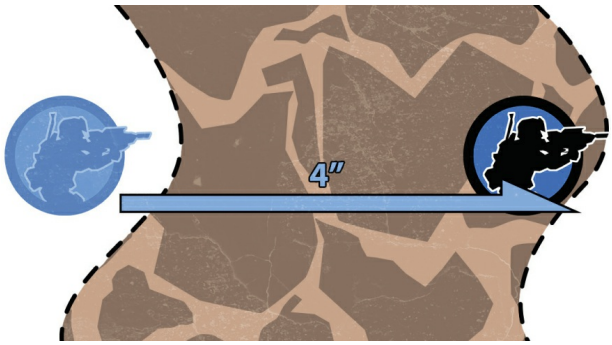
If a model has sufficient initial Move to clear the Difficult Ground, it may not Move through to the other side. It must stop its Move just inside the Difficult Ground. It will then move up to 3" out of the Terrain on the following Turn if it so chooses.

Charging models may only move up to 6" into Difficult Ground during the execution of that Action. Any excess Move distance the model has is lost.

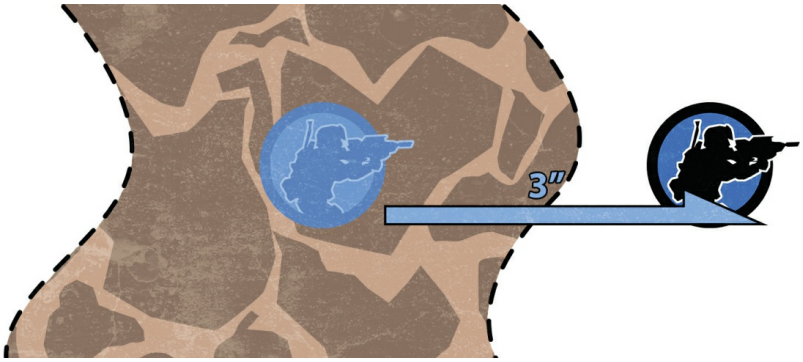
DIFFICULT GROUND

This model begins its Move Action outside of the area defined as Difficult Ground. It can move

either 6″ or until it reaches the edge of the Difficult Ground once it has entered, whichever distance is shorter. Once it reaches the edge of the Difficult Ground, it stops its movement. In this specific case, the model can only move 4″ before stopping its movement at the edge of Difficult Ground.



In this case, this model begins its Move Action already inside an area defined as Difficult Ground. Because it is already completely within Difficult Ground, the model may only move up to 3″ instead of 6″. However, this 3″ movement may take it beyond the edge of the Difficult Ground area.



Obstacles

Obstacles are pieces of scenery that form vertical barriers or hindrances to a model's Movement. Fences, walls, stacks of tires, canisters, crates, or barrels are all examples of Obstacles.

A piece of scenery may not be more than 1½" in width to be counted as an Obstacle.

An Obstacle that is 1" or less in height is treated as Open Ground.

Obstacles greater in height than 1" but not more than 2" are considered to be Difficult Ground, but have different rules to Move over. Obstacles greater than 2" in vertical height must be Climbed.

If the model starts its Move touching the Obstacle, then it can move up to 3"

from the other side of the Obstacle.

If the model is not touching the Obstacle when it starts its Move then it moves up to the Obstacle and ends its Movement.

Obstacles that are above ground will block LoS. If a model's base is touching the Obstacle, and the Obstacle's height is 2" or less, then the model may see over it and draw a LoS from his position. It is assumed he has found some way of seeing past the wall, hedge, etc., by either looking through an opening or peering over the top. This means that opposing models on the other side of the Obstacle can also draw a LoS to this model, though Concealment and Cover may apply as normal.

Impassable Ground

This type of ground is physically imposing and very, very difficult to traverse. Models cannot enter Impassable Ground unless allowed to by a Trait or game effect.

Types of Impassable Ground

- Sheer cliffs, outcroppings or inclines
- Volcanic flows or deep water features
- Impenetrable forests or rock formations
- Mechanical structures

Area Terrain

Area Terrain is typically any large defined area of similar terrain of varying height and dimension that is not so easily represented in game terms.

Woods, ruins, buildings, jungle, craggy rocks, and like types of scenery count as Area Terrain. These are typically represented by some irregular patch of scenery, such as a stand of trees, field of rubble, etc. All Area Terrain is also Difficult Ground. Players will need to define what pieces of their scenery are considered Area Terrain before the game begins.

Line of Sight and Area Terrain

All Area Terrain modifies LoS for models that are wholly within the border of the feature. Models outside of the edge or border of the Area Terrain can see into the feature up to 2" and draw a LoS to models wholly or partially visible in that area.

All LoS is blocked over 2” into the edge of the feature from models outside.

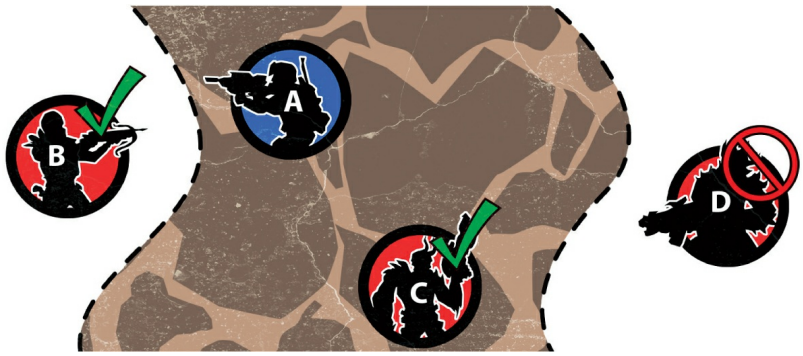
Models inside the feature that are partially or wholly within 2” of the edge of the feature can see out and draw LoS normally to targets outside the Area Terrain. Models that are not within 2” inside the feature cannot see or draw LoS to models outside the Area Terrain.

Models wholly within a piece of Area Terrain have their visibility reduced to 2” for all LoS purposes.

No models may draw LoS through a piece of Area Terrain. If two models are separated by Area Terrain, but it is less than 2” in width between them they cannot establish a LoS to each other.

AREA TERRAIN AND LINE OF SIGHT

Model A is less than 2” away from the edge of the Area Terrain between it and Model B, so it can draw LoS to Model B.
Model A and Model C are both within the same piece of Area Terrain AND are within 2” of one another, so Model A can also draw LoS to Model C.
Model A cannot draw LoS to Model D because Model D is outside the Area Terrain and Model A is more than 2” away from that edge of the area.



Area Terrain, Concealment and Cover

Models wholly within the boundaries of Area Terrain have Concealment. If a model is within Area Terrain that consists predominately of wood, metal, or stone, the model gets Cover.

If a model is within Area Terrain and can draw a LoS to a Target model that is outside Area Terrain, the Target gets Concealment, unless the firing model is touching the inside edge of the Area Terrain.

Models by Micro Art Studios, Battle Systems, Reaper and Secret Weapon Miniatures.

Terrain Checks

Models that encounter gaps in the ground or sheer surfaces that they wish to traverse must pass a Terrain Check in order to safely negotiate the scenery in their path.

A Terrain Check is used to execute Climb and Jump Actions. To execute the Terrain Check the Primary Player uses his model's CBT Rating plus a d10. The Secondary Player measures the distance to be climbed up or down or jumped over, and rounds up to the nearest full inch. That number is what is added to a d10 for the opposed roll.

Sometimes a Terrain Check will be made to avoid a hazard. When this is the case, the opposed roll will have a Difficulty Number listed instead of using a measurement to determine the factor.

Players compare their results. If the Terrain Check is passed, then the model may proceed to Move as noted below for each different Action type. If the Check was failed, then the Model remains in place if it was attempting to Climb up and its Action ends. If Climbing down a surface or Jumping across a gap then failure will cause the model to be subject to a Falling Check as noted below.

Climb Action Rules

A model that wants to execute a Climb Action must obey the following rules:

- It must start the Action phase with its base touching the surface it wants to

Climb.

- The Obstacle or wall, etc. must not be more than 4" high/low.
- It must be Active.
- The Model cannot Climb if subject to the Heavy Trait.
- If the surface being Climbed is an Obstacle that is greater than 2" in height, then the model will be placed on the ground opposite where it started the Climb on a successful Terrain Check.
- On a successful Terrain Check, place the model at the top or bottom of the surface Climbed if not an Obstacle, with its base edge touching the edge that was Climbed. The model's Move ends there.

Jump Action Rules

When a model wants to Jump down a drop that is 2" or less, it may do so as a normal Move as part of another Action without taking the Jump Action if two conditions exist:

- The model is in Open Ground before and after the Jump down.
- It is only executing a Charge, Move, or Mobile Fire Action.

If these two conditions are met, then the model may move, jump down, and continue moving from the point where it landed and finish its Move distance from there. The 2" or less distance it jumps down does not count toward its total Movement distance.

A model may only make a safe jump down from a height of 4" or less. Jumping from a height greater than this is an automatic failure and the model becomes subject to a Falling Check.

A model can also use a Jump Action to cross a horizontal gap in the ground or between buildings, etc. It can only be attempted if the following conditions are met:

- The model is Active.
- The model is not subject to the Heavy Trait.
- The model starts and completes the Jump in Open Ground.
- The model must start the Jump with its base within 1" of the edge of the gap. There must be enough space on the opposite side of the gap to accommodate the model's entire base.

- The gap distance cannot exceed 4".

If the model successfully passes its Terrain Check, then it is placed on the opposite side of the gap with its base edge touching the edge of the gap. If it fails the Check, then it falls into the gap landing half way between both edges at the bottom of the board and is subject to a Falling Check.

Falling Check

When a model that is Climbing down or Jumping down or across a gap fails its Terrain Check, it becomes subject to an immediate Falling Check.

A Falling Check is made by the Secondary Player against the Primary Player's model that failed the Terrain Check.

The Secondary Player measures the distance from the where the model's base started its Action to where it lands at the lowest point on the tabletop allowed by the scenery.

The Secondary Player rounds the total distance up to the nearest inch and uses that number to make the Falling Check against the model.

The Falling Check is a Damage Check against the model. The Primary Player who owns the model will make the opposed roll using only the model's CON Rating. No Armor Rating is added.

Resolve the Damage Check results normally.

Models by Reaper, Systema Gaming, Micro Art Studios and Spartan Games.

Shocked Models and Falling

Whenever a model becomes Shocked within 1" of the edge of a surface that is more than 2" in height above the ground level, then it will need to pass a Terrain Check in order to avoid falling down that height.

This Check is made once the Injury has been assessed. The Shocked model makes a Terrain Check Difficulty (5). If it passes, then nothing else happens. If it fails, then it falls the distance indicated by the Terrain, and a separate Falling Check is made immediately.

PANIC CHECKS

When combatants witness the horrors of combat, they must resist the urge to panic and run. Panic Checks are used throughout the game to capture the desperation and fear of fighting in the ruins of Earth.

All Panic Checks are made using the model's CMD Rating. The opposed roll is

Difficulty (5) unless stated otherwise.

If the Panic Check is passed then the model is unaffected. If the Panic Check fails, then that model becomes Broken as described below.

Panic from Losses

Whenever a friendly model is Wounded, Players will look to see if there is any friendly Active or Ready models within 3" of the Wounded model prior to removing it from play. If there are not, then remove the model from the game as usual. If there are, then each friendly model will need to make a Difficulty (5) Panic Check.

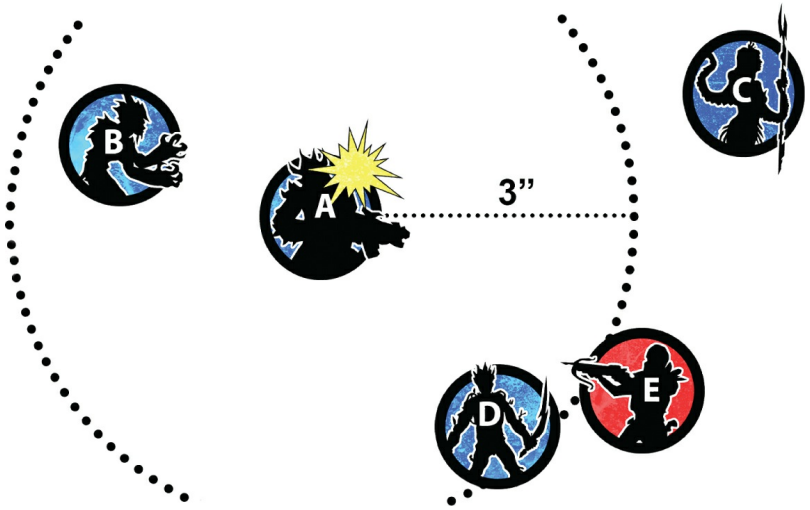
If a model that is subject to a Panic Check from Losses is Engaged in Close Combat, it automatically passes its Check.

If the Panic Check fails, then the Players will immediately make a Random Check and move the model that number of inches directly away from the Wounded friendly model that caused the Panic Check, avoiding all enemy models, as well as Difficult and Impassable Ground. After that, use the rules below for Broken models.

PANIC FROM LOSSES

Model A is hit and Wounded by a Ranged Attack from an enemy model. Before Model A is removed from play, its controlling Player measures to see if any models are within 3" of it. Model B is within 3" of Model A, so it will need to make a Panic Check to see if it flees. Model C is not within 3" of Model A, so it does not need to make a Panic Check and may fight on normally.

Model D is within 3" of Model A, but because it is Engaged with Model E, it does not need to make a Panic Check.



Panic from Outnumbered

In the Panic Check step of the SitRep Phase, any model that is Engaged in Close Combat with two or more enemy models and does not have any Active or Ready friendly models from its Crew within 3” is forced to take a Panic Check from being Outnumbered.

This is a Difficulty (5) Panic Check with a +1 increase to the Difficulty number for each additional enemy after the first that is Engaged with the model making the Check.

If the Panic Check fails, then the model not only becomes Broken, but is also forced to Disengage from the enemy models that caused the Panic Check by Outnumbering the model. This Disengage does not require an Action and is mandatory.

The Broken model’s Player rolls a d10 and adds the model’s full modified CBT Rating for a total result. The Secondary Player takes the highest modified CBT Rating amongst his Engaged models, and adds a +1 bonus for each of his additional models also Engaged. This number is added to a d10 roll for the opposed result.

Both Players compare their results. If the Broken model passed its Disengage Check, then it moves up to its Move distance directly away from the enemy models that caused the Panic Check, avoiding all other enemy models, as well as Difficult and Impassable Ground. After that, use the rules below for Broken models.

If this model does not pass its Disengage Check, then it gets cut down in its attempt to flee and is removed from play as a Wounded model.

Broken Models

Whenever a model fails to pass a Panic Check, it becomes Broken. The model is going to try and run away, fleeing all dangers, as fast or as soon as it can.

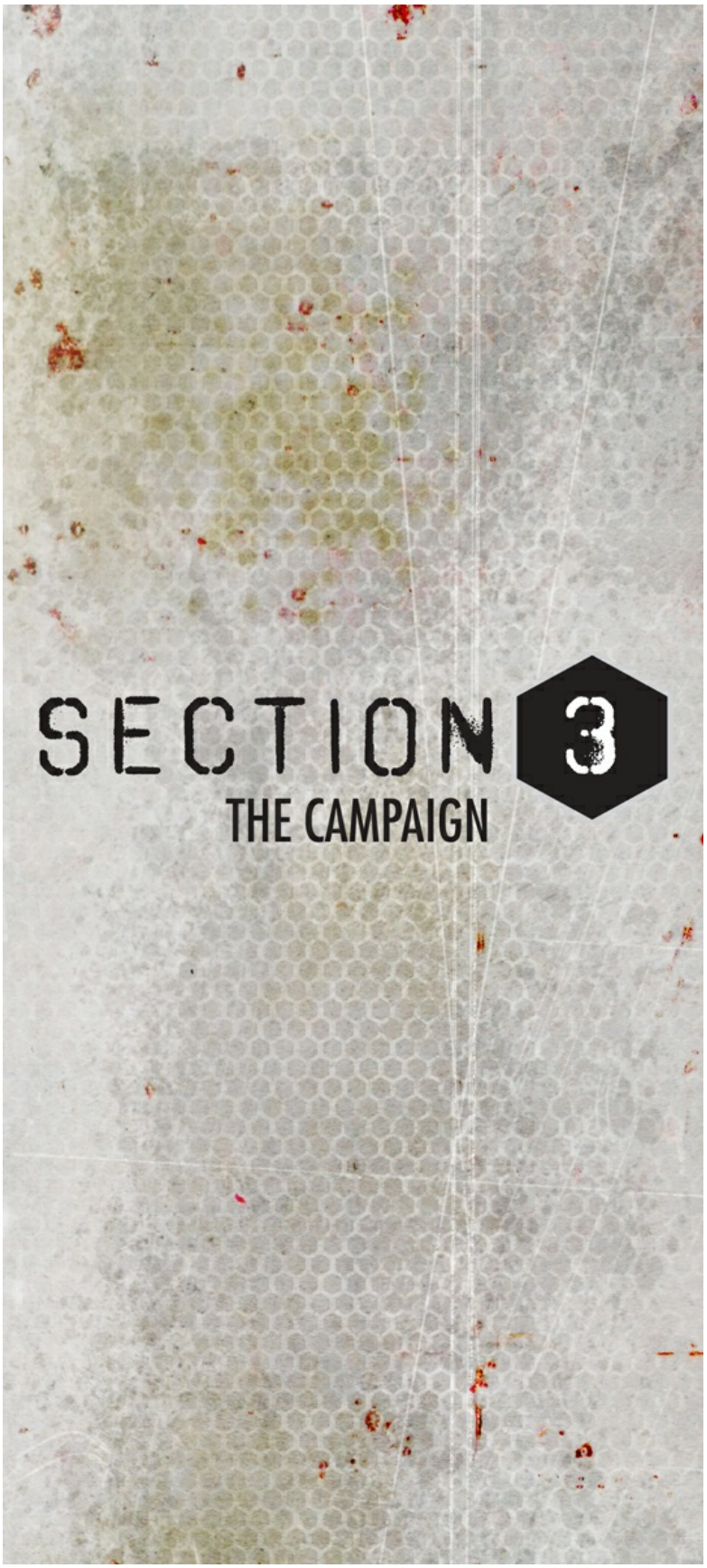
Place a Broken Token next to this model and leave it there until it leaves the table edge, becomes Injured, or executes a Steady Action.

Broken models may be targeted and Attacked normally by other models. They are CBT/2 for all Checks and may only execute a Steady Action if a Token is Ordered to it while Broken.

During the Random Movement sub-step, make a Random Check for each Broken model on your Crew. Move the model that number of inches toward the nearest table edge avoiding all Obstacles, Impassable Ground, and coming within 1" of enemy models.

If a Broken model's base edge crosses the table edge, remove the model from play. It counts as a Wounded model for any Rout Checks a Player is required to make. However, models that leave play this way do not make a Trauma Check in the After Action Report of a Campaign game.

If the Random Check result was zero, then the model is still Broken, but freezes and does nothing. It remains Broken and if still Ready next Turn, he makes another Random Check during the Random Movement sub-step.


SECTION 3
THE CAMPAIGN

INTO THE OMEGA ZONE!

Once all Players have assembled their miniatures, hired their Crews, and are prepared to play, they must first dress their tabletop to represent the ruins and abandoned areas of the Ancients. Any suitable terrain for the setting should be used to capture the Futuristic Post-Apocalyptic feel of *Scrappers*.

Scrappers is designed for a Narrative Campaign style of play. This means that while each Crew starts out with the same number of Supply Points this parity may not last for long. Hiring new Crew, losing some to injury or death, effects of Events, and discovery of Artifacts all impact the equal balance of Supply Points and make the game fun, interesting, and terrifying all at once. As Crew's collect Scrap Tokens some may be more valuable than others and may also impact the equality of each Crew when facing off with others in the same Campaign.

If this style of play is not for you, then we suggest you just play one off games using the initial Crew build rules. However, if you can handle an unfair fight, where the tides of fortune and great leadership may win the day, just lock and load and get stuck into the Campaign!

GAME BOARD SETUP

The game board should be 4' x 4' in size. *Scrappers* games are best played when 50–75% of the tabletop is covered in Terrain. These pieces should range from large buildings or natural features to small junk and rubble that helps to break up lines of fire and provides plenty of Concealment and Cover.

Identify Terrain Types

Players should discuss beforehand what pieces of Terrain will be Difficult Ground, Area Terrain, Obstacles, etc. This smooths out any issues that might crop up during play.

SCRAPPERS MISSIONS

All scenarios in *Scrappers* use the Recovery Mission as a foundation. Players will first make a Random Check and consult the Mission Table to see if they are going

to play a standard Recovery Mission or one of its variants. Variant missions are listed below with changes made to the standard Mission.

MISSION TABLE

RESULT	MISION
0–2	Recovery
3–5	Hot Zone
6–7	Ashen Rain
8–9	Pay Dirt!

Models by Pig Iron, Armorcast, Systema Gaming, Spartan Games and Micro Art Studios.

STARTING AND PLAYING THE GAME

Intruders and Sentries

The Player whose Crew is instigating the offensive in the Mission is called the Intruder, or Intruding Player. The opposing Player is referred to as the Sentry, or Sentry Player.

Before any models have been Deployed, the Players will make a Strategy Check using their Commanders. The Player with the highest result gets to pick whether he will be the Intruder or the Sentry. If the result is even then the Player's Crew that has the higher REP will win the contest.

Recovery Mission

This Mission is the core purpose of Scrapper Crews sent into the Omega Zones to find, secure, and retrieve Ancient Artifacts and any useful technology or raw materials.

Mission Variants

Hot Zone

The battlefield has higher than normal levels of background radiation. At the end of Turn 3 all models on the tabletop gain 1 RAD. This happens at the end of each subsequent Turn.

Ashen Rain

Toxic levels of ash and dust mix with the altered atmosphere to dump heavy particulates into the air, reducing visibility and making things complicated for explorers. In the SitRep Phase immediately after Rout Checks, the Players make a Random Check and add that number to 11" to determine the maximum visibility for LoS during that Turn. No LoS may be made over this Range. This is determined each Turn until the Game ends.

Pay Dirt!

This area is rumored to be stocked with a high concentration of scrap and possibly Artifacts. When this variant is rolled, instead of placing Scrap Tokens around the tabletop, they must all be placed wholly within 12" from the center of the board, no closer than 3" to each other. Play commences normally.

Distribute Scrap Tokens

After the Terrain has been placed, the Players will make a Random Check to determine how many Scrap Tokens are scattered around the board. The total number will be 6 + the result of the Random Check, which generates between 6 and 15 Scrap Tokens for placement.

The Player whose Crew has the highest REP will place the first Scrap Token on the board anywhere he chooses as long as it is not within Impassable Ground, closer than 6" to any table edge or 3" to another Scrap Token. Players alternate placing one Token at a time, using the restrictions noted above, until they are all on the board.

Deployment

Players will divide the game board into four equal quadrants. The Sentry Player gets to pick which quadrant he wants to Deploy his Crew in, and places all of his models anywhere within that area, making sure that no model comes within 12" of the center of the board. As his Crew was spread out while searching for Scrap Tokens he may not Deploy any of his models within 3" of each other, or within 3" of a Scrap Token.

Once the Sentry Player has Deployed all of his models, the Intruder Player places his models anywhere within the diagonal opposite quadrant, no closer than 12" to the center of the board, and not within 3" of each other.

Starting the First Turn

No Strategy Check is made for the first Turn as the Intruder has the Edge and the Sentry has the Break. Subsequent Turns will use Strategy Checks normally.

Winning and Losing

In *Scrappers* there are three outcomes for all Games: a Win, a Loss, or a Draw. One

Player can Win, causing the other to Lose; or there may not be a clear enough victory and a Draw result is all that is left for both Players.

If a Player fails a Rout Check, he loses the Game. If both Players fail a Rout Check in the same SitRep Phase, then the Game is a Draw.

Voluntary Rout

A Player may decide to voluntarily Rout and Lose the Game at the start of any Turn where he is required to make a Rout Check. This gives Players in hopeless situations the ability to concede the Game and prevent any further injury to their Crew. If a Player Moves all of his models off the game board he forfeits the Game and Loses.

Voluntary Withdrawal

At any time a Player may voluntarily Move any of his models off the game board edge. This typically is used to carry a valuable Scrap Token, like an Artifact, off of the table to prevent capture by the enemy. If this is done, the model does not suffer a Trauma Check in the After Action Report, but it does count as a Wounded model for his Crew's Rout Check threshold and opposed rolls.

Picking up Scrap Tokens

When a Model executes a Move Action that makes its base edge touch a Scrap Token, it may pick up that Token ending its Move. Only a standard Move Action will allow the model to pick it up. No other Actions that include a Move may be used.

The following rules apply to all Scrap Tokens picked up by models:

- The Scrap Token counts as 1 piece of Gear for Encumbrance purposes. Multiple Scrap Tokens may be carried as long as the model's total Encumbrance allows.
- If the model becomes Broken or Wounded, it drops all Scrap Tokens it was carrying. Shocked models do not drop their Scrap Tokens.
- At any time it executes an Action, a model may declare it is dropping any or all of its Scrap Tokens carried.
- Models carrying any number of Scrap Tokens can only Move up to 6" and cannot Hustle.

- All models carrying Scrap Tokens that have not already left the battlefield voluntarily end the Game with them in their possession.

EVENTS

When Scrapper Crews set out to explore the ruins of the Ancients in hope of finding useful technology, they often encounter the most dangerous products of the Triple Helix Effect. Whether mutated creatures, geological anomalies, or environmental hazards, the ruins are sometimes as deadly as the competition.

Events capture the random elements often encountered amidst Ancient ruins and may modify the nature of the Game being played as Crew's deal with these sudden and often deadly surprises. Some Events only affect the model that triggered them, while others may modify the way all models interact with the environment.

Event Checks

When the first Scrap Token is picked up by a model in a Game, the Players will make an Event Check. This is a Random Check that is compared to a set number to determine whether or not an Event takes place in that Game.

When the first Event Check is made, if the result of the Check is 7+ then an Event has occurred. If the result is lower, then no Event has happened yet and the Event Check will happen again when the second Scrap Token is picked up by a model.

When the second Scrap Token is picked up another Event Check is made. If the result is 5+ an Event happens. If the result is lower, then the final Event Check will be made when the third Scrap Token is picked up.

When the third Scrap Token is picked up if the result is 3+ then an Event has happened. If the result is lower, the Game proceeds without further Event Checks.

If no Event has been triggered by that point in the Game, then when the fourth Scrap Token of the Game has been picked up, Players will roll for the Event automatically. Scrap Tokens picked up and subsequently dropped never count toward the Event being triggered.

Once an Event has been triggered no further Event Checks will be made in the Game. So, if the Event Check succeeds on the 7 + then when subsequent Scrap Tokens are picked up no Event Checks are made.

Event Check Results

Once Players have determined that there will be an Event in the Game, they will immediately roll on the Event Table to see which Event is triggered.

The Player whose model picked up the Scrap Token that triggered the Event will roll a single d10 for the 'tens' number using the '0' on the die as a zero, not a '10' as is normally done in all other d10 uses in *Scrappers*. The opposing Player will roll a single d10 for the 'ones' number also using the '0' as a zero. A result of '0' for the Tens and '0' for the Ones results in a '100' on the Table.

Once this number between 01 and 100 has been generated, Players will find the corresponding number in the Event Table showing which Event has occurred, and if applicable its Factor. Players then consult the Event Table Results list below to find out what the Event does and they resolve its effects immediately. When that has been done, play returns to its normal state. If there are any lasting conditions, effects, or modifiers from the Event, they remain in effect as described in the Event's entry.

Event Factors

An Event listing will contain all the rules needed to use it in the Game. Some Events will have a number listed in parenthesis after the name of the Event. Factor number values will usually be a 3, 5, or 7 as noted on the Event's entry in the Event Table.

This number is the Event Factor. Anytime an Event has a Factor that number may be used for the following:

- Area of Effect in inches from the Event Token.
- Damage of the Event's Attack with the Damage Check (F) format where 'F' is the Factor number.
- As a Difficulty number for other Checks the Event requires models to make.

If an Event lists a number within its text, that number is used instead of the Factor. Most Events will have either a Factor or numbers listed in the text; sometimes they may have both. The Event descriptions will detail any differences in number values.

Event and Scrap Tokens

Event Tokens

Whenever a Scrap Token is revealed to be an Event the description will state whether an Event Token is placed on the spot the Scrap Token occupied, or not. If it does then it will state whether the Event Token is 25mm or 40mm in diameter. Players must replace the Scrap Token with the properly sized Event Token.

Scrap Tokens

When a model triggers an Event by picking up a Scrap Token, it is assumed that the model does not get to keep it unless the Event description specifically states that it does.

Scrap Tokens that are revealed to be Gear or Artifact Events remain with the model that picked them up so long as it does not become Broken or Wounded. Models that are Broken or Wounded drop all Scrap Tokens including Gear or Artifact Event Tokens. Place the dropped Tokens adjacent to the model's base prior to removing or moving the model.

Players must keep track of that Scrap Token to know who will possess the Gear or Artifact in the After Action Report should another model Move into contact with it and pick it up. Any unclaimed Gear or Artifact Event Tokens are lost if no other models picked them up prior to the end of the Game.

The Gear or Artifacts collected this way are added to the Crew's Stash and may be distributed to any model(s) on the Crew that meets the qualifications of use or as decided by the owning Player.

Event Wounds

Some Events are traps, creatures, or environmental hazards that make Attacks or Damage Checks against all targets listed. When this happens, if a model is Wounded by such an effect, it will count as if Wounded by an enemy model for Panic from Losses and Rout Checks. Enemy models gain no additional Experience for the Wounded model however.

Live To Tell

If an Event's effect makes an Attack or Damage Check against a model, and that model is not Wounded from that result, then the model will gain an additional +1 EXP immediately.

Event Re-Rolls

Some Events will list the first outcome followed by a '+ Re-roll Event' notation. The Players note the Loot, Gear, or Scarce Gear type for that Scrap Token and then re-roll on the Event Table. The second Event is then applied, and if it calls for a Re-roll that additional Re-roll is ignored and the process ends.

If the 'Re-roll for 2 Events' outcome is initially rolled, make both rolls and disregard any result that includes a Re-roll. If this Event outcome is the result of a previous Re-roll then disregard this outcome and end the Event.

EVENTS TABLE

RESULT	EVENT
01	Pick Any Single Event
02	Radiation (3)
03	Re-roll for 2 Events
04	Temblor
05	Artifact Armor
06	Gear + Re-roll Event
07	Flying Spiders
08	Artifact Utility
09	Boom! (3)
10	Loot + Re-roll Event
11	Artifact Weapon
12	Loot + Re-roll Event
13	Minefield
14	Sentry Gun
15	Loot + Re-roll Event
16	Artifact Armor
17	Radiation (5)
18	Hi-G Zone
19	Artifact Weapon
20	Scarce Gear + Re-roll Event
21	Falling Debris
22	Electrocution Field
23	Artifact Utility
24	Triple Helix Effect
25	Scarce Gear + Re-roll Event

26	Artifact Weapon
27	Gear + Re-roll Event
28	Land Shark
29	Scarce Gear + Re-roll Event
30	Artifact Armor
31	Boom! (5)
32	Firespout
33	Radiation (5)
34	Artifact Utility
35	Gear + Re-roll Event
36	Rad-Beetle Swarm
37	Spiked Pit
38	Gear + Re-roll Event
39	Artifact Weapon
40	Loot + Re-roll Event
41	Ammo Dump
42	Scarce Gear + Re-roll Event
43	Hidden Snipers
44	Wandering Warbot
45	Contact Poison
46	Gear + Re-roll Event
47	Artifact Armor
48	Boom! (7)
49	Boiling Rain
50	Radiation (7)
51	Caustic Daisies
52	Triple Helix Effect
53	Artifact Utility
54	Loot + Re-roll Event
55	Zone Dogs
56	Sentry Gun
57	Broken Power Cell
58	Gear + Re-roll Event
59	Security System
60	Loot + Re-roll Event
61	Artifact Weapon
62	Gear + Re-roll Event

63	Hi-G Zone
64	Medi-Bot
65	Loot + Re-roll Event
66	Artifact Armor
67	Radiation (5)
68	Shrieking Plant
69	Boom! (5)
70	Artifact Utility
71	Gear + Re-roll Event
72	Damaged Stasis Pod
73	Scarce Gear + Re-roll Event
74	Artifact Weapon
75	Scarce Gear + Re-roll Event
76	Triple Helix Effect
77	Gear + Re-roll Event
78	Hermit
79	Rickety Ruins
80	Electrocution Field
81	Flying Spiders
82	Scarce Gear + Re-roll Event
83	Radiation (5)
84	Vampire Tree
85	Artifact Armor
86	Loot + Re-roll Event
87	Mad Scientist
88	Gear + Re-roll Event
89	Artifact Utility
90	Loot + Re-roll Event
91	Boom! (3)
92	Artifact Weapon
93	Yellow Sponge Cake
94	Digital Map
95	Loot + Re-roll Event
96	Artifact Armor
97	Sinkhole
98	Re-roll for 2 Events
99	Radiation (3)

100	Pick Any Single Event

Event Table Results

Ammo Dump

The battlefield contains the remnants of an Ancient ammunition dump or supply depot. When this Event is triggered, the triggering model takes the Scrap Token normally. Once the Game is over and a Winner has been determined, that Player gains Extra Ammo for each model on his Crew for free unless already equipped with that Gear, then it only grants this benefit to models that do not have Extra Ammo already.

Artifact Armor

Roll once on the Artifact Armor table to determine type.

Artifact Utility

Roll once on the Artifact Utility table to determine type.

Artifact Weapon

Roll once on the Artifact Weapon table to determine type.

Boiling Rain

All models not within Area Terrain have a Damage Check (DMG 3) made against them. After this Event has been resolved play proceeds normally in subsequent Turns with no additional effects.

Boom! (F)

The triggering model has stumbled upon an explosive device of some sort. It must make an immediate Gear Check with a Difficulty equal to the Event's Factor. If the Check is passed, then the model may take the Scrap Token normally having deactivated the device. If the Gear Check failed, then all models within range have a Damage Check (F) made against them. No Cover is allowed.

Broken Power Cell

When triggered, this Event forces the triggering model to make an immediate Gear Check Difficulty (7). If the model passes the Check, then it succeeds in repairing the Power Cell and may add it to its Crew Manifest in either the Stash or assigned to any model of the Player's choosing.

In any subsequent Game, this item may be used as Extra Ammo for one Artifact owned by the model with this device.

If the Gear Check fails, then the triggering model immediately suffers a Damage Check (7).

ECOTOPIANS

Models by Anvil Industries, Kromlech and Battle Systems.

Caustic Daisies

When this Event is triggered, the triggering model takes the Scrap Token normally, but is sprayed by a patch of irradiated, intelligent daisies who are not thrilled at the intrusion on their ground. The triggering model is CBT/2 for the remainder of the Turn as it tries to contain the caustic effects of the spray.

Contact Poison

When this Event is triggered, the triggering model takes the Scrap Token normally. Unfortunately, that Scrap Token has a residual toxic substance on it that rubs off on the skin of the triggering model. That model has a Damage Check Difficulty 5 made against it immediately. If it is Wounded by this Event, it does not take the Scrap Token and it remains in place. Any other result allows it to keep the Token. Models Immune (Poison) ignore the Damage Check.

Damaged Stasis Pod

Buried beneath the ruins is a damaged stasis pod containing one of the Ancients from before the Triple Helix Event. Once the Game is over and a Winner has been

determined, that Player's Crew has revived the Ancient and may deal with him accordingly based on the Faction of his Crew.

Architechs, The Purge, and Freelancer Crews may turn him over to their organizations or employers and gain the ability to purchase one Scarce piece of Gear without making a Check to find it. The Supply Point cost for that Scarce Gear must still be paid by the Crew.

Gamma Lords, Ecotopians, and Sons of Entropy Crews may kill the Ancient and give +3 EXP to one model on the Crew as decided by its controlling Player.

Palladium ATHENA may transform the Ancient into a Synthetic Cyber-Thrall with a Profile of Combat 3/ Command 1/ Constitution 3. It becomes a member of the Crew and is a Trooper type model and must be equipped as such.

When this Event is triggered, the triggering model takes the Scrap Token normally.

Digital Map

When this Event is triggered, the triggering model takes the Scrap Token normally. In addition, it has uncovered a digital map device that it may use in the next 3 Games to access Ancient 3D maps of the ruins being explored. This device grants the Crew's Commander a +3 CMD Rating bonus when making the Strategy Check to determine the Mission. Once this device has been used for 3 Games total, then it burns out and becomes useless.

Electrocution Field

The triggering model has accidentally activated an Ancient security device that flashes a field of electrical energy that hits the model. The triggering model must pass an immediate CBT Check Difficulty (5) or be hit by a DMG 4 Hi-Pen Attack. If the triggering model is a Synthetic then the DMG is 8 instead.

Falling Debris

Sometimes the remnants of the ATHENA array in orbit will plummet to the ground below spreading death and destruction.

When this Event is triggered, the triggering model takes the Scrap Token normally after the additional Scrap Tokens have been placed.

The Players make a Random Check with the result becoming the number of additional Scrap Tokens added to the battlefield. Starting with the higher rolling

Player, place a new Scrap Token wholly within 9" of the original Token. Players will alternate placing these new Scrap Tokens anywhere within the 9" radius. If a Scrap Token is placed within 2" of a model's base, then that model will be hit by the impact and will need to immediately pass a CBT Check Difficulty (5) or suffer a Damage Check (7) with the Hi-Pen Gear Trait.

Firespout

Terraforming from the Triple Helix Event has created an unstable burst of magma that ruptures from the ground and sprays the field with hot death. Place a 25mm Event Token in place of the Scrap Token. All models within 5" of the Token must pass a CBT Check Difficulty (5) or be hit by the falling magma. Hit models have a Damage Check made against them with a DMG (5) with the Brutal Gear Trait. Resolve all Damage Checks normally.

Flying Spiders

The triggering model accidentally disturbs a nest of mutant flying spiders that swarm all over it with horrific results. Large, mutated fangs gnash chunks from the intrepid explorer and all models within 3" of the Scrap Token. Each model within this distance must pass a CBT Check Difficulty (7) or have a Damage Check (7) made against it. That Damage Check also has the Poison Gear Trait.

Gear + Re-roll

Roll once on the Gear table to determine type.

Hermit

The squalid abode of a hermit is discovered by the triggering model. When this Event is triggered, the triggering model takes the Scrap Token normally. Add Hermit to the Crew Stash.

Following the After Action Report in which this Event was triggered, the Hermit will require one Scrap Token for compensation and supplies to stay on and share his secret knowledge on behalf of the Crew. If this is not paid, then he packs his bindle and stick, and leaves the Crew. Remove Hermit from the Crew Stash at that time. If payment is made he remains to confer his benefit for the next Game. A Crew may not have more than one Hermit. Payment must be made in each After Action Report prior to using this benefit in the next Game.

Once per Game when Deploying models at the start of a Game, the Crew with a Hermit may use his knowledge of the secret passages and by-ways of the Zone. Up to 3 models from this Crew may be Deployed as if they had the Infiltrator Faction Trait. If the opposing Crew has a Hermit as well then both Players can use this feature following the rules in the Faction Trait description.

Hidden Snipers

Hidden Snipers have set up around the battlefield taking shots at any uninvited explorers of their ruins. When this Event is triggered, the triggering model takes the Scrap Token normally. Its Player then places a 25mm Event Token in its place.

Starting with this Turn, any Player that has the Break may use it to make a Hidden Sniper Attack on an enemy model instead. The target model must be within 20" of the Event Token. No LoS or Target Priority rules apply. The Hidden Sniper Attack has a CBT 6 on the Ranged Attack roll using 2d10 and taking the highest result. It also has a DMG 5 with Impact. Target Defending models will not benefit from Concealment, but will from Cover if they are within 1" of a piece of Terrain that qualifies as such.

Hi-G Zone

Players make a Random Check+1" for total area of effect from the Event Token. All models within this radius gain the Heavy Trait until they move out of this effect's range.

FREELANCERS

Land Shark

Perhaps the greatest threat to Man, Mutant, or Robot is the horribly mutated, deviously intelligent, and perpetually voracious Land Shark.

When this Event is triggered, the triggering model's Player removes the Scrap Token and replaces it with a 40mm Event Token. Both Players make a Random Check and that Token is moved in a straight line a number of inches equal to the result of the Random Check. The higher rolling Player determines the direction in which the Token is placed.

If the result of the Random Check is a zero (0), then place the Event Token touching the base of the triggering model. The triggering model is engulfed by the Land Shark and dragged into the ground and is automatically Wounded. If that occurs then the Land Shark is sated and this Event ends. Any other result is placed as described above.

In the SitRep Phase of each subsequent Turn, before all other Random Movement is done the Players make a Random Check and move the Event Token directly toward the nearest model in a straight line.

If the Random Movement brings the Event Token to within 1" of one or more models then the Land Shark will attempt to eat its new prey. Each model within 1" of this Event Token must pass a CBT Check Difficulty (7) or be instantly Wounded as the massive jaws razor through flesh and metal.

Once the Land Shark has Wounded at least one model, it will drag its meal underground and this Event ends. Remove the Event Token.

Loot + Re-roll

The nature of this Scrap Token brings a slightly higher price to the seller. When this Event is triggered, the Players make a Random Check. The result +1 is the amount of additional Supply Points this Scrap Token is worth when sold in the After Action Report.

Mad Scientist

When this Event is triggered, the triggering model takes the Scrap Token normally.

Once the Game is over and a Winner has been determined, that Player has

located and recruited a renowned mad scientist to his side. Add Mad Scientist to the Crew Stash.

Following the After Action Report in which this Event was triggered, the Mad Scientist will require one Scrap Token for compensation and supplies to practice his radical science on behalf of the Crew. If this is not paid, then he packs his test tubes and leaves the Crew. Remove Mad Scientist from the Crew Stash at that time. If payment is made he remains to confer his benefit for the next Game. A Crew may not have more than one Mad Scientist. Payment must be made in each After Action Report prior to using this benefit in the next Game.

Once per Game a Crew may use its Mad Scientist to alter the result of the number rolled on the Event Table. For example, if the Players rolled a 56 on the Event Table resulting in a Flying Spider Event, then the Player with a Mad Scientist could reverse that number to a 65 or Gear Event instead. If both Players have a Mad Scientist, then the Player whose model triggered the Event will get to use this benefit. The other Player does not get to use his in this Game.

Medi-Bot

When this Event is triggered, the triggering model takes the Scrap Token normally.

The triggering model must make an immediate Gear Check Difficulty (5). If the Check fails, nothing happens. If the Check is passed, then the model has discovered and successfully activated an Ancient Medi-Bot that will aid it for the remainder of the Game before leaving to find others to help.

Once before the end of the current Game the triggering model's Player may reduce one of his Crew's Injuries by one step. So, he can turn a Wounded result into a Shocked result, or a Shocked result into No Effect. This is in response to either of those Injuries occurring during the current Game. This may be used on any model on his Crew regardless of their place on the tabletop or Lifeform type.

Minefield

The battlefield is littered with hidden land mines or other improvised explosives. When this Event is triggered, the triggering model must pass a Gear Check Difficulty (5) or be Wounded and removed from play.

If the model passes the Check, then it takes the Scrap Token normally.

For the remainder of the Game, any model that Moves up to 6" through Open

Ground must make a Random Check at the end of that movement to see if it detonates a mine. A result of 8–9 will result in a detonation that will automatically Wound the model. If the model's movement is greater than 6" then a detonation occurs if the Random Check result is 6–9.

Pick Any Single Event

The triggering model's Player may pick any Single Event from the list. Events that have two or more components, such as Loot + Re-roll Event, are not eligible.

Rad-Beetle Swarm

A nasty swarm of Rad-Beetles rush the model that triggers this Event. The triggering model gains 1 RAD automatically and may take the Scrap Token normally.

Place a 40mm Event Token next to the base of the triggering model. Both Players make a Random Check with the higher rolling Player moving the swarm the result in inches in a straight line in a direction of the Player's choosing.

In the Random Movement sub-step of all subsequent SitRep Phases, the Rad-Beetles will need to be Moved a Random Check number of inches in a straight line of the higher rolling Player's choosing.

At the end of each Turn, any models within 3" of this Event Token gains 1 RAD.

The Rad-Beetle Swarm cannot be the target of any Attack Action. It will remain in play unless it is moved off of the tabletop.

Radiation

When this Event is revealed, the triggering model immediately gains one RAD to its profile. The Scrap Token is removed and replaced with a 25mm Radiation Token of the Event Factor listed on the Event Table.

At the end of each Action Phase after the last model has executed its Action, both Players will measure from the base of each Radiation Token on the board and any models caught within the radius set by the Event Factor gains 1 RAD to its Profile.

This Radiation Token remains in play for the entire Game.

Re-roll for 2 Events

The triggering model's Player re-rolls twice on the Event Table and applies the Events in whichever order he chooses.

Rickety Ruins

All models entering Buildings or Ruined Area Terrain for the remainder of the game must pass a Terrain Check Difficulty (5) or be unable to enter for fear of a collapse. Models already within such Terrain must pass the same Terrain Check as above in order to Move within or to leave the feature.

Scarce Gear + Re-roll Event

The triggering model's Player rolls once on the Scarce Gear Table and takes the Scrap Token normally which must be recovered in order to receive the Scarce Gear. The triggering model's Player re-rolls for another Event.

Security System

When this Event is triggered, the triggering model takes the Scrap Token normally.

All buildings on the tabletop during this Game are locked by Ancient security systems that prevent access to any but Alpha User models that pass a Gear Check Difficulty (7).

If there are no buildings on the board, then disregard this Event and roll again on the Event Table.

Sentry Gun

Much to the surprise of the triggering model buried beneath the scrap is a damaged laser sentry gun that opens fire until it suffers a meltdown.

Starting with the triggering model, the Sentry Gun will open fire on any model it can draw a LoS to within 10" ignoring Target Priority. Once it has fired on all available targets it overheats and melts into a pile of useless slag.

Each target has a Ranged Attack made against it in order of closest to farthest away up to 10". A Player's targeted model will be the Defender and the opposing Player will make all rolls for the Sentry Gun's Attacks on that model. This may change between targets based on which Player owns the model currently being targeted.

Models by C-P Models, Reaper, Systema Gaming, Spartan Games, Armorcast, Wargames Tournaments and Secret Weapon Miniatures.

The Sentry Gun's Laser Weapon has a CBT 3, RoF of 2, DMG of 5 and the Energy Gear Trait. Resolve all Attacks normally ignoring any Gear Checks the Sentry Gun is required to make. Once all models within 10" and LoS have been Attacked the gun overheats and turns into melted slag.

Shrapnel Storm

All models on the board that are not wholly within Area Terrain by the end of this Turn suffer a Damage Check (5). Models not in Area Terrain that have Cover, do not benefit from it.

Shrieking Plant

Remove the Scrap Token and put a 40mm Event Token in its place. This plant makes a shrill noise whenever a model comes within 5" of the Event Token. No models within this area may Ambush, and any models already in Ambush within this area once this Event is triggered are immediately Detected. This Event remains in effect for the duration of the Game.

Sinkhole

When this Event is triggered it opens a gaping hole in the ground that threatens to drop nearby explorers into the vast depths. When this Event is triggered all models

within 5" of the Scrap Token must pass a Terrain Check Difficulty (5) or tumble into the hole becoming automatically Wounded in the process. Any model that passes the Check is placed outside the 5" radius from the Scrap Token with its nearest edge touching the 5" mark and no part of its base is within the radius.

Spiked Pit

When this Event is triggered, the triggering model must make an immediate Terrain Check Difficulty (5). If the Check is passed then the model avoided the trap and was able to recover the Scrap Token normally. If the Check failed then the triggering model falls into the spiked pit and has a Damage Check (7) made against it. Apply Injury results normally.

Temblor

A small earthquake rattles the battlefield. Once this Event is triggered, remove the Scrap Token. All Active models on the table when this Event triggers immediately lose their Action Tokens.

All models within Difficult Ground or Area Terrain must pass a Terrain Check Difficulty (5) or become Shocked. Check all models on the side with the Edge first, then the opposing side.

After this Event has been resolved, play proceeds normally in subsequent Turns with no additional effects.

Triple Helix Effect

When the Triple Helix Effect was created it was meant to adapt alien habitats into human compatible environments. When set off against the natural world, and then altered further by nuclear fallout, unpredictable results were created.

When this Event is triggered, the triggering model and all models within the Factor number in inches of the Scrap Token are immediately removed from the Game. They are not Wounded and will return to their Crews in the After Action Report.

All models removed from the Game by this Event must make a Random Check on the Triple Helix Table to see what their encounter with this phenomenon has done to them.

TRIPLE HELIX TABLE

RESULT	OUTCOME
0–3	Quantum Drift
4–6	Matter Re-organized
7–9	Insides Out

Quantum Drift

This model is adrift in space/time. It is removed from play for the rest of the Game. It returns to its Crew in the After Action Report and does not count as Wounded for Trauma Check purposes.

Matter Re-organized

This model has been fundamentally changed on a molecular level. The model transposes its highest Rating with its lowest Rating permanently.

Insides Out

The Triple Helix Effect has scrambled this model's body so badly that its insides are now on the outside. The model is killed and is removed from the Crew Manifest along with all of its Gear and Artifacts.

Vampire Tree

The explorer has awakened a slumbering intelligent tree that feeds on the psychic energy of living creatures. When this Event is triggered, replace the Scrap Token with a 40mm Event Token.

All non-Synthetic Lifeforms within 5" of the Event Token are immediately subject to an Attack from the Vampire Tree. Starting with the triggering model, the Vampire Tree will make a psychic Attack on any model within this radius ignoring LoS and Target Priority.

Each target has an Attack made against it in order of closest to farthest away up to 5" from the Event Token. A Player's targeted model will be the Defender and the opposing Player will make all rolls for the Vampire Tree's Attack on that model. This may change between targets based on which Player owns the model currently being targeted.

The Vampire Tree makes a psychic CMD Rating Attack opposed by the CMD Rating of the target Defender. For this Attack the Vampire Tree has a CMD Rating of 6 and rolls 2d10 taking the highest result to add to its Rating. The

Defender rolls a single d10 and adds its CMD Rating for its total result. If the psychic Attack equals or exceeds the total result of the Defender then the Defender becomes Shocked. If the Attack result is greater by 5 or more points it succumbs to the psychic drain and is Wounded.

Due to its psychic interference, any model within 5" of the Event Token is subject to the Heavy Gear Trait and is considered to be in Difficult Ground. This is not affected by the Ranger or Mobility Upgrade (Skimmer) Traits.

The Vampire Tree will Attack all models within its reach at the start of each subsequent Action Phase before any Actions are declared by Players.

The Vampire Tree may be targeted by a Close or Ranged Combat Attack normally. It has a CBT 1/ CMD 6/ CON 7 and is Immune (Panic, Shocked). Its Wound Threshold is 7+.

Any Player whose model Wounded the Vampire Tree removes the Event Token and makes a Random Check. On a 0–4 result the Player rolls on the Artifact Weapon Table; on a 5–7 result the Player rolls on the Artifact Armor Table; and on a result of 8–9 on the Artifact Utility Table. The Condition of the Artifact is based upon which roll the Vampire Tree Event was rolled. The model will gain this even if it only made a Ranged Attack, as it is assumed the reward is found nearby if not within the roots of the tree.

Wandering Warbot

When this Scrap Token is claimed it triggers the release of an Ancient Warbot that has damaged programming and begins to wander about the battlefield attacking all comers.

Players make a Random Check and the higher rolling Player places a 40mm Warbot Token that distance from the spot of the Scrap Token in any direction desired, as long as the Warbot Token does not touch another model, or any Terrain. Once this Move is complete, then the Warbot will not be activated again until the SitRep of subsequent Turns.

Models by Reaper, C-P Models, Pig Iron, Micro Art Studios, Systema Gaming, Wargames Tournaments and Secret Weapon Miniatures.

In the SitRep Phase of the next Turn, Players make a Random Check in the Random Movement sub-step. The higher rolling Player moves this Warbot Token up to that number of inches in a direction of his choosing. This Token may not come within 1" of any model or Terrain.

In the Action Phase, after all models have executed their Action Tokens, the Players then measure to see if any models are within 6" of the Warbot Token. If there are, then the Warbot will Charge the closest model with the most direct and shortest distance from it and become Engaged with that model. It will make its Close Combat Attacks and remain Engaged until it is moved away in subsequent Random Movement sub-steps.

If there are no models within 6" of it then it will make a Standing Fire Attack on the nearest model of which it can draw a LoS. All normal Target Priority rules apply. Once it has made its Standing Fire Attack then the Turn ends.

In both cases, the Warbot's Attacks are made by the Player who does not own the target model of the Attack.

The Warbot has the following Profile: Combat 6/ Command 1/ Constitution 6, ARM 4, Wound Threshold 7+, Energy Baton, Laser Rifle.

If the Warbot is Wounded then it explodes destroying all Weapons and making a DMG 3 Damage Check against all models within 2".

The model that Wounds the Warbot gains +3 EXP and its Crew gains a Scrap Token.

Yellow Sponge Cake

Buried beneath the rubble lays the Mother of All Confections – one plastic wrapped, golden sponge cake with cream filling. Add this item to the Crew's Stash. It may be assigned to a model as normal during the next After Action Report.

During any subsequent Game's Action Phase, if the model with this item is Ready but not Active, its Player may return an Action Token to this model. It may then use this Action Token normally during the Action Phase as if it had started the Phase with it already Ordered to this model. Once this is used the cake is consumed and is removed from the Manifest.

Zone Dogs

The triggering model is immediately attacked by feral radioactive canines. The Secondary Player makes a CBT 5 Attack using 3d10 against the triggering model. The Attack has a DMG of 4. If the triggering model is Injured then it also gains one RAD on its Profile.

Radiation

ATHENA's nuclear assault on the world peppered the landscape with hard radioactive fallout. While most areas that were simultaneously transformed by the Triple Helix Effect have fewer hot spots, most of the Omega Zones will still contain areas of high yield radioactivity that can mutate, melt or kill even the toughest individuals that get too close to the source of radiation.

The Crew Manifest has a RADS box located for each model entry with the model Profile. This is a reflection of the amount of hard radiation each model has absorbed in its exploration of the Ancients' ruins. It is important for all Players to keep updated records of the RADS their models take and remove as it impacts the Game in several ways.

Whenever a model gains a number of RADS equal to its base CON Rating it becomes instantly Wounded and removed from play. The Trauma Check in the After Action Report is resolved normally.

A Player may choose to have any models with any number of RADS on their Profiles sit out the next Game in order to have their RADS number cut in half, rounding down all fractions.

A model that sits out more than one Game to reduce its RADS is retired from the Crew as they cannot tolerate malingerers or wussies.

If a model does not sit out a Game or use an Artifact to reduce its RADS and begins the next Game with its full CON Rating RADS limit already it is at great risk. If it takes one more RAD during any subsequent Game, then it is automatically Wounded and killed. Remove the model from the Crew Manifest with all of its Gear.

SCRAPPERS CAMPAIGNS

While Players can always play one-off or tournament games, *Scrappers* is designed with Narrative Campaign play in mind. As each Scrapper Crew forges its reputation among the denizens of the Omega Zones it will grow its ranks, replace fallen comrades, find and use Ancient Artifacts, and set up a hang out in one of the many barter towns found on the outskirts of Ancient sites.

A Campaign is a series of linked games that involves two or more Crews to play a number of Games in succession. Between Games all Players use the After Action Report to flesh out any injuries, sell scrap, hire new members, and take care of all housekeeping for their Crew.

After Action Report

Once a battle has concluded, both Players enter the After Action Report. The following steps are completed by both Players working in tandem through each part:

1. Players note who Won or Lost the battle, or whether it was a Draw.
2. They then make Trauma Checks for all Wounded models, as explained in the section on Trauma Checks below.
3. Any surviving models will add their Experience Points earned in the game to any they already have. They can increase Ratings or buy new Traits before the next Game.
4. After updating Experience, Crews move to conduct Commerce. This is where Gear and Artifacts are identified, Scrap Tokens are exchanged for Supply Points, Crews buy or sell Gear and hire new members.
5. Once the above steps have been completed, Players update their Crew's Reputation Rating and prepare for the next Game.

Trauma Checks

Both Players make a Random Check for each of their models that was Wounded in the Game. They compare the result for each to the outcomes listed on the Trauma Table. These effects are applied immediately.

Permanent Injuries

When a Permanent Injury is suffered, the model may have a reduction of one or more of its Ratings, and possibly some other effect that will stay with it from Game to Game. Each Permanent Injury Result will specify what lasting impact the wound has had on the model.

If a Permanent Injury reduces a model's Rating, there is no reduction in the Supply Point cost of that model. Its REP Rating therefore will not be reduced from that either. If that Rating is bought at a higher level then the EXP spent to increase it will count toward its REP.

Permanent Disability

If a model with an existing Permanent Injury suffers the exact same injury in a subsequent After Action Report, then the model is seriously Disabled from its afflictions and is no longer fit to serve on the Crew. It is removed from the roster with all of its Gear.

Also, if a model has one or more of its Ratings reduced to zero as a result of Permanent Injuries, then the model is Disabled and removed from the roster with all of its Gear.

TRAUMA TABLE

RESULT	TRUE HUMAN	MUTANT	SYNTHETIC
0	Rest and Recuperation	Rest and Recuperation	Rest and Recuperation
1	Rest and Recuperation	Rest and Recuperation	Rest and Recuperation
2	Robbed!	Robbed!	Robbed!
3	Busted Up	Busted Up	Busted Up
4	Mad Dog	Strained	Automaton
5	Mangled Flesh	Sketchy Growth	Fried Circuits
6	Cranial Fracture	Devolution	Registry Error
7	Technophobe	Broken Chain	Calibration Glitch
8	Walking Wounded	Deformed Wretch	Scrambled CPU

9	Go Down Fighting!	MUBAR	End of Line…

Trauma Table Results

Automaton

Damage to this Synthetic's processors has caused it to become sluggish and non-responsive to external sensors. This model may not execute a Break Action of any kind.

Broken Chain

Trauma has caused a bizarre break in the third DNA strand of this Mutant leaving it more susceptible to radiation damage. This model loses its Nuclear Man Mutant Lifeform feature.

Busted Up

This model has received a severe injury to one of its arms, legs, or locomotion systems. It will never gain the proper use of the appendage again, and its ability to Move or fight will also be permanently diminished.

The Players make a Random Check. If the result is even then the model has a Busted Leg. If the result is odd then the model has a Busted Arm.

A model with a Busted Leg will be permanently subject to the Heavy Trait. (Note, this does not count for Encumbrance, as that only applies to Gear.)

If the model is a Synthetic with the Mobility Upgrade Trait, then instead of the Busted Leg, it loses its use of the Trait. It will Move like a standard foot model thereafter. It will not be subject to the Heavy Trait as noted above.

A model with a Busted Arm cannot use Gear that has the 2-hands or Shield Traits. It may not use the Two Weapon Fighting Trait either.

If the model is a Mutant with the Extra Arms Mutation, it ignores the above penalties and only loses its +1 Base Attack feature included in that Trait.

A model that suffers two Busted Up results will become disabled even if one is a leg and the other an arm or locomotion system. It is so smashed up that it becomes a liability to its Crew.

Calibration Glitch

Irreparable damage has caused a fault in this Synthetic's target tracking sensors. This model loses its Advanced Targeting Synthetic Lifeform feature.

Cranial Fracture

A grisly exchange of kinetic energy left this model with a fractured head bone and minor brain trauma. This model loses one Core or Champion Trait of its Players choosing. If it does not have any Core or Champion Traits, then reduce this model's CBT Rating by -1 point. Commander models cannot lose their Commander Trait.

Deformed Wretch

Serious injury has caused instability in the Triple Helix of this Mutant which has caused it to suffer spontaneous and horribly deforming mutations. Reduce this Mutant's CBT and CON Ratings by -1 point each.

Devolution

Traumatic brain injury has impaired this Mutant's mental abilities or biological health. This model loses one Core or Mental Mutation Trait of its Player's choosing. If this model does not have any Core or Mental Mutation Traits, then it reduces its CMD Rating by -1 point.

End of Line…

Suffering greater damage than its superstructure and computational functions can handle, this Synthetic has suffered a full system meltdown. Remove the model and all its Gear from the Crew Manifest. Game over…

Fried Circuits

Internal wiring crossed when this Synthetic took a hit in battle causing circuits to fry. Reduce this model's CMD Rating by -1 point.

Go Down Fighting!

This TruMan has fought the good fight and has been turned into a wet bag of meat sauce for his efforts. But he went down fighting, and to a True Human that's what really counts. Remove the model and all of its Gear from the Crew Manifest.

Mad Dog

This TruMan has lost all sense of self-preservation striding about the Zone with little regard for its safety. This model may not execute any form of Ambush

Action.

Mangled Flesh

A severe amount of tissue damage has diminished this model's effectiveness at executing physical tasks. Permanently reduce this model's CBT Rating by -1 point.

THE PURGE

Models by Reaper, Pig Iron, Wargames Tournaments, C-P Models and Micro Art Studios.

MUBAR

Severe physical injury can often trigger a reaction from the Triple Helix strand in a Mutant's cells causing it to spontaneously and dramatically MUtate Beyond All Recognition! Remove the model and all of its Gear from the Crew Manifest. The MUBAR'd thing that remains wanders off into the wasteland to whatever horrific fate remains for such a hapless abomination...

Registry Error

Serious damage to this Synthetic's information systems has caused it to lose key files. This model loses one Core or Structural Trait of its Player's choosing. If it does not have any Core or Structural Traits, then reduce this model's CMD Rating by -1 point.

Rest and Recuperation

A close call puts this model out of the fight for a bit while it mends its minor wounds. This model has no Permanent Injury from the fight and will return to play in the next Game unharmed.

Robbed!

The explorer is knocked out of action during the scrap and awakens later to find it is missing all of its Gear. Otherwise, it lives to tell the tale and gains +1 EXP. Remove all Gear and Artifacts from this model's entry on the Crew Manifest. Duplicate Robbed! results do not Disable a model.

Scrambled CPU

Heavy damage has compromised this Synthetic's central processing unit resulting in an impaired ability to coordinate its motor functions. Reduce this Synthetic's CBT and CMD Ratings by -1 point each.

Sketchy Growth

After being injured this Mutant notices a strange new growth on its body that causes discomfort and looks really suspicious...then blinks. Reduce this Mutant's CON Rating by -1 point.

Strained

Reaching the end of its mental rope, this Mutant's mind has been strained to the point of breaking. If this model becomes Broken it may not execute a Steady Action thereafter.

Technophobe

An unfortunate mishap with an Ancient Artifact has deterred this TruMan from making that mistake twice. This model loses its Aptitude Human Lifeform feature.

Walking Wounded

A TruMan too stubborn to die. Many fight on even with debilitating injuries determined to spite a world bent on eradicating their kind. This model's CMD and CON Ratings are each permanently reduced by -1 point.

Losing a Commander

Sometimes a Player's Commander is killed from its injuries or becomes Disabled by two of the same Permanent Injuries. When this occurs, remove the Commander and its Gear from the Crew Manifest normally.

If a Player loses his Commander, he takes the Veteran with the highest CMD

Rating and promotes it to Commander. The model becomes a Commander model in all respects. It gains the Commander Trait at no cost, but it will occupy a Trait Slot. If this would cause him to have more Traits than his CMD Rating will allow, drop another Trait to accommodate the Commander Trait.

If there are Veterans with the same highest CMD Rating, the Player may choose which one he promotes.

If the force has no Veterans, then promote whichever Trooper has the highest CMD Rating. If there is a tie, treat it as above for Veterans.

If the Crew's Veteran allotment was full, and one of those Veterans becomes the new Commander, then the Player may promote one of his Troopers to become a Veteran type model. Change the Model Type to Veteran.

Dismissing Crew

A Player may dismiss any of his Crew at any time prior to re-allocating Gear. If a model is dismissed then it is removed from the Manifest with its Gear. Commanders may not be dismissed without abandoning the entire Crew and starting over with a brand new Crew.

A Player may choose to dismiss his Crew in any After Action Report and begin a new one with 750 SP.

Experience

Surviving models will earn Experience Points that can be used to purchase Ratings increases and additional Traits. Experience Points are abbreviated EXP on the model's profile on the Crew Manifest. EXP can be saved from Game to Game or spent in the After Action Report to increase a Rating or purchase a Trait.

Earning Experience

EXP is earned in several ways. It is important to keep track during play, and to add all EXP to a model's existing amount.

During play a model earns +1 EXP each time it Wounds an enemy model. The model must have been responsible for directly Wounding enemy models to gain this EXP from either an Attack or other effect it can make.

If a model Wounds a member of a Rival Faction, it gains +2 EXP instead.

Any models that survive the battle earn +1 EXP each. Even if the model suffered a Permanent Injury as a result of a failed Trauma Check, it still receives +1 EXP as

long as the Trauma Check result did not kill the model.

All models in the Crew receive +1 EXP each if they Win a battle. No points are awarded for Draw or Loss results.

An Ecotopian Crew that destroys an Artifact they recovered gains +25 EXP to be divided between its members in any amount decided by the owning Player with no single model getting more than 10 EXP each.

Underdogs

At the start of each game Players compare the Reputation Ratings of their Crews as noted below. The Crew that has the lower REP is known as the Underdog if there is a difference of 100 or more points.

Surviving models on an Underdog Crew gain +1 EXP each, in addition to the other EXP listed above.

Spending Experience Points

Players may spend their models' EXP to do one of two things: increase a Rating or purchase a Trait.

EXP can only be spent between games, never during. Also, a model can only use its accumulated EXP to purchase advances on its own behalf.

A Player may only increase a Rating by one point per model or purchase one Trait per model between games, not do both. Any models with sufficient EXP to make such purchases are allowed to do so.

To increase a Rating, pay the difference in cost between the current Rating and the next higher Rating for that model. For example, to go from CBT 4 (10 SP) to CBT 5 (15 SP) the model needs to spend 5 EXP.

To purchase a Trait just spend a number of EXP equal to the Supply Point cost of the Trait in question. Add this Trait to the model's Profile on the Crew Manifest. All normal restrictions on Trait purchase by CMD Rating limit, Lifeform type, or Faction still apply.

Stackable Traits may also be increased by one point up to a maximum bonus of +3. The amount listed after the initial cost is the amount of EXP that must be spent to buy the Stackable Trait up by +1 point. Only one level of a Stackable Trait may be purchased between games. This counts as the purchase of a Trait but does not take up an additional Trait Slot.

When an EXP is spent on a Rating or Trait, it converts to Supply Point status

for increasing the Crew's Reputation Rating.

Maximum Traits

As stated previously in the Hiring Your Crew chapter, when first hired a model is restricted by its Model Type for the number of starting Traits it may have.

Once a model has been through its first battle, this maximum changes. A model may have as many individual Traits as its CMD Rating. Stackable Traits count as a single Trait for this purpose regardless of level.

If a model's CMD Rating is below the number of Traits he started play with, the Player must drop enough Traits to bring it into compliance with the CMD Rating maximum. No Supply Points are refunded. The model's cost is reduced by the amount of the Trait removed.

If a model loses CMD Rating points from a Permanent Injury, the controlling Player must drop enough Traits to bring it into compliance with this rule.

Maximum Ratings

All models must comply with the maximum Rating limit set forth by their Model Type. Commander models max out at 7, Veterans at 6, and Troopers at 5.

Commerce

When Scrapper Crews return to the barter towns and outposts with their recovered tech, they are able to cash out their haul, identify any Artifacts they find, and get some well-deserved rest and recuperation.

Sell Scrap Tokens

Total up the number of Scrap Tokens recovered in the last Game and add that number to any unspent Scrap Tokens in the Crew's Stash. A Player may sell any amount of the total held by the Crew, leaving the remainder in the Stash.

Players decide whose Scrap Tokens will be sold first and they roll for each piece for sale at that time. Once both Players have had a chance to sell their Scrap Tokens, then they move on to the next step detailed below.

To determine the sale value of a single Scrap Token the Players make a Random Check and add that result to a base amount of 26 SP. This will generate 26–35 Supply Points per piece sold. Players may roll for each piece separately before committing to sell any further Scrap Tokens.

These Supply Points may be spent on new models to hire, Gear for existing models on the Crew, or can be banked in the Crew's Stash.

Supply Point Victory Bonus

The Player who Won the Game adds +15 SP to his total. If the game was a Draw, both Players add +5 SP to their totals. The Losing Player receives no additional points.

Underdog Crews gain +30 Supply Points instead for a Win. Underdog Crews who beat a Rival Faction gain +50 Supply Points instead as word gets around and suppliers back a big winner…

Identify Artifacts

Pieces of recovered Ancient technology are called Artifacts. Whether Armor, Utility, or Weapon, all share common elements detailed below.

In this step, Players make a Random Check and use the result to find which specific Artifact was found by consulting the Artifact Table and using the appropriate column for the type listed from the Event.

If Gauss Weapon, Laser, Blaster, or X-Ray Laser Weapon was rolled, then another Random Check on the Artifact Weapon Sub-Table needs to be made to further define which Weapon was found.

ARTIFACT TABLE

RESULT	WEAPON	ARMOR	UTILITY
0	Gravity Gauntlet	Skin Suit	Stim-Dose
1	Energy Baton	Skin Suit	Stim-Dose
2	Bonded Blade	Force Shield	Rad-Scanner
3	Gauss Weapon	Force Shield	Bio-Scanner
4	Laser Weapon	Bonded Hull	No-Rad Dose
5	X-Ray Laser Weapon	Intruder-Suit	Crash-Pack
6	Blaster Weapon	Intruder-Suit	Grav-Compactor
7	Plasma Flamer	Battle Armor	Auto-Doc
8	Devastator Pistol	Powered Armor	Auto-Fac
9	Fusion Rifle	War-Shell	Auto-Fac

ARTIFACT WEAPON SUB-TABLE

RESULT	GAUSS WEAPONS	LASER WEAPONS	X-RAY LASER WEAPONS	BLASTER WEAPONS
0–4	Gauss Pistol	Laser Rifle	X-Ray Laser Rifle	Blaster Rifle
5–7	Gauss SMG	Laser Pistol	X-Ray Laser Pistol	Blaster Pistol
8–9	Gauss Rifle	Laser Cannon	X-Ray Laser Cannon	Blaster Cannon

Determine Artifact Condition

Once the exact Artifact has been rolled, the Player whose Crew owns the Artifact will write down its Condition in parenthesis next to the name of the Artifact on his Crew Manifest.

An Artifact's Condition is dictated by which Event Check resulted in finding the Artifact. If found on the first Event Check the condition is Good; second Check is Fair; and third Check or fourth automatic Event is Poor.

So, for example, if a Laser Pistol was the result of the second Event Check in that Game succeeding, then it would be written on the Crew Manifest as Laser Pistol (Fair), and so forth.

Artifact Gear Checks

The Condition of an Artifact is used for determining whether or not the Artifact performs as expected in a scrap. This is represented by the Artifact Gear Check which takes into account the age of the device, its power source, and possible degradation or destruction during use.

Each Condition level carries with it a Malfunction Number and Difficulty Number which determines when a Gear Check is called for and at what Difficulty level the opposed roll will be made.

Whenever a Weapon Artifact dice result on an Attack Check shows one or more dice to have the Malfunction Number or less for that Artifact's Condition, a Gear Check is made.

Whenever an Armor Artifact dice result on a Resistance Check shows the die to have the Malfunction Number or less for that Artifact's Condition, a Gear Check is made. Artifact Armor with the Reinforced Gear Trait rolls both dice one at a time. Only the first die rolled is used to look for a Malfunction.

Finally, whenever a Utility Artifact is used and one or more dice for its Gear Check shows to have the Malfunction Number or less for that Artifact's Condition, a second Gear Check is made as well for Malfunction purposes.

Consult the Artifact Gear Check Table for a summary of these numbers.

Artifact Malfunctions

When a Malfunction occurs, the owning Player makes a Gear Check for the model using the Artifact as noted above. The Difficulty Number for the opposed Check can be found on the Artifact Gear Check Table.

If the model passes the Gear Check, then the Artifact continues to perform normally for the Action or use declared. If the Gear Check fails, then the Artifact is useless for the rest of the Game. It may be used in the next Game normally.

If the Gear Check fails by 5 or more points, then it suffered some damage and its Condition is downgraded by one level immediately. Good Condition becomes Fair; Fair becomes Poor; and Poor results in the Artifact being destroyed and removed from the Manifest.

If the Gear Check fails by 10 or more points, then the Artifact is immediately destroyed in an impressive display of pyrotechnics and the model using it suffers an Injury. If it was a Utility type, then the model is immediately Shocked. If it was Armor or Weapon types, then the model is immediately Wounded.

ARTIFACT GEAR CHECK TABLE

ARTIFACT CONDITION	MALFUNCTION NUMBER	CHECK DIFFICULTY
Good	1	3
Fair	2	5
Poor	3	7

Roll For Gear and Scarce Gear Events

If an Event resulted in a Gear or Scarce Gear outcome, then the Player whose model recovered that Token gets to roll on the Gear or Scarce Gear Event Table to see what was actually found. That item is added to the Crew's Manifest and is treated like all other Gear of its type.

GEAR EVENT TABLE

RESULT	GEAR TYPE
0	Boom Sticks
1	Auto-Pistol
2	Tac-Suit
3	Revolver
4	Extra Rations for Crew

5	Grinder
6	Tac-Suit
7	Auto-Shotgun
8	Submachinegun
9	Assault Rifle

SCARCE GEAR EVENT TABLE

RESULT	SCARCE GEAR TYPE
0	Extra Ammo
1	Grenade Launcher
2	Machinegun
3	Blast Shield
4	Extra Ammo
5	Machinegun
6	Combat Armor
7	Sniper Rifle
8	Flamethrower
9	Rocket Launcher

Selling Gear

A Player may remove Gear from a model and 'sell' it for half its SP cost rounded down. Alternately, a Player may store the discarded Gear in his Crew's Stash for later use or sale.

Artifacts may be sold only if none of the models on the Crew can use them. Their power and rarity demand their use in the Crew over all other considerations.

All Artifact Weapons, Armor, and Auto-Docs may be sold for a number of Supply Points equal to their Condition base number plus the result of a Random Check. Good items have a base number of 75 SP; Fair items are 50 SP; and Poor items are 25 SP.

All other Artifact Utility items have a base number of 40 SP for Good items; 20 SP for Fair items; and 10 SP for Poor. Each adds the result of a Random Check as above for the final SP amount. These amounts are not further halved; the SP rolled is already the reduced amount.

Apparatus Ad Mortem

Ecotopian Crews follow the mantra 'Death to the Machine' and will destroy the Artifacts and Scrap Tokens they recover from the Omega Zones. When they do this, GAIA rewards them with additional resources in a similar manner to how other Crew's gain Supply Points from selling their Scrap Tokens and Artifacts.

Scrap Tokens are sold the same way, just with the cosmetic effect that they are being destroyed in a ritual rather than actually being traded.

All Artifacts are destroyed and the Crew gains the SP as if they had sold them instead.

Reallocation of Gear

Between battles, during the Commerce step, a Player may reallocate any Gear between his models as he deems appropriate. Any Gear with restrictions as to what type of model may have it remain in force.

Hiring New Crew

Players may also spend Supply Points to hire new models to add to their Crew. This is done as usual for hiring Crew.

Other build restrictions for Faction type, Model Type, and Lifeform remain in

effect. Any models hired in a Commerce step may not re-allocate any of their Gear until after they have participated in the next Game.

Models by Reaper, Pig Iron, Anvil Industries, C-P Models, Micro Art Studios, Armorcast, Systema Gaming, Secret Weapon Miniatures, Spartan Games and Wargames Tournaments.

Reputation

In the world of *Scrappers* a Crew's reputation is its stock and trade. This Rating applies to the entire Crew. It is used for determining Underdog status in Games, as well as potentially deciding the winner of a Campaign.

To calculate a Crew's Reputation Rating, abbreviated as REP, add up the total Supply Point cost of each model on the Crew. Do not add unspent EXP or Supply Points or Gear in the Crew's Stash. Missing Crew members are subtracted from the total accordingly.

Artifacts are worth a number of REP equal to the base Supply Point value of their Condition, as if they were being sold. For example, a Gauss Rifle (Good) would add 75 points to the Crew's REP. A Laser Rifle (Poor) would add 25 to the total. If the Artifact is destroyed or sold, the REP for that item is subtracted from the Crew's total.

Ecotopians gain the same amount of REP as above for destroying Artifacts. However, they always keep these REP points as an offset to not benefitting from their use.

REP is updated at the end of every After Action Report.

Winning the Campaign

Players may choose to set a Campaign Victory Condition that will determine when one Player has won the overall Campaign. This is best decided by all participating Players before the Campaign begins.

Players can come up with their own Victory Condition as they choose, or use one of the following suggested methods listed hereafter.

Method 1: REP Rating

Players choose a fixed target Reputation Rating number before play begins. The first Crew to meet or exceed that number with its total REP at the end of any After Action Report is declared the overall winner.

Method 2: Most Artifacts

The Players decide on a target number of Artifacts found by their Crews (or destroyed by Ecotopian Crews) to set the win condition. The first Crew to own/destroy that number of Artifacts wins the Campaign.

Method 3: Fixed Number of Games

This uses an agreed upon number of Games decided at the outset to measure the overall winner. When the total number of Game rounds has been played, then the Crew with the highest REP is the Campaign winner.

SECTION 4
CREW MANIFEST

FACTION	
CREW STASH	
REP	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM	TYPE

RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

NAME	LIFEFORM		TYPE		
RATINGS	CBT	CMD	CON	ARM	
TRAITS					
GEAR					
ENCUMBRANCE		SP COST		RADS	

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We thank everyone who helped to bring this project to the finish line. We couldn't have done it without you!

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We dedicate this book in loving memory to our fallen friend David Phillips.

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